

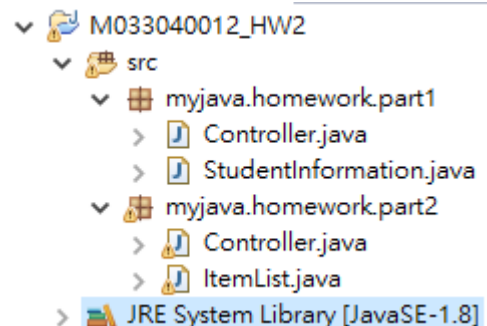
【2016 JAVA 物件導向程式設計 Homework 2】

● 注意事項

1. 請使用 JAVA 語言，配合 Eclipse 寫本次作業並進行測試，並安裝、使用 JAVA SE Development Kit(JDK) 8 函式庫。
2. 請依據作業規定設定 Eclipse 專案名稱與 package name，若未依照規定將根據狀況扣分。
3. 嚴禁抄襲其他同學作業，參與者(抄襲與被抄襲)皆以零分計算。
4. 請對你的程式碼有深入瞭解，demo 時助教會問。
5. 對題目有問題可以寄信問助教群(java_ta@net.nsysu.edu.tw)或是到實驗室 (EC5018)詢問，但不幫忙 debug。
6. 逾期以零分計算，不接受補交，有任何因素導致無法如期繳交，請事先告知；
7. Demo 時間會另外通知。

● 作業規定與上傳

1. Eclipse 專案名稱：Student ID_HW2
2. Package path：請參考右圖
3. 作業請繳交專案之 tar 或 zip archive 並上傳至網路大學。



請於 2016 年 3 月 21 日(週一) 23:59 前

上傳完畢，逾期以零分計算，不接受補交，有任何因素導致無法如期繳交，有問題請事先告知，再次強調，Demo 時間會另外通知。

4. Example of eclipse package explorer(請根據作業規定修改)：

提示：此次作業需參考到 UML。請注意、+、-、__，都是有意義的。可以參考此 Wiki 之 Members 章節說明：[Class Diagram\(Wikipedia\)](http://en.cppreference.com/w/cpp/class-diagram)

● Part 1

You need to create a student's list and show that.

Follow these requirements to do a great job.

1. Create a class "StudentInformation". And the class must have **one constructors**.

It has **three-argument "id", "name", "score"**.

2. When you finish the class, "**StudentInformation**", you need to write a program to provide user to find out student data and add some new data. So make a main class, "**Controller**".
3. When "**Controller**" run, you need to show the result like the following picture.

Step1. Show the usage. (Type 1 ..., Type 2 ..., Type 3...)

Step2. If user enter 1 then let user add new data.

(You need to show student's number.)

Step3. If user input 2 then let user choice student, then display it.

Step4. If user input 3 then display all student's data and how many student pass/fail this project.

Step5. When user input wrong type or words, it will alert user.

StudentInformation ⁺
- id : String ⁺ - name : String ⁺ - score : int ⁺
+ setID(String) : void ⁺ + setName(String) : void ⁺ + setScroe(int) : void ⁺ + getID() : String ⁺ + getName() : String ⁺ + getScroe : int ⁺ + setData(String, String, int) : void ⁺ + show_data() : void ⁺

■ Result :

```
Type 1: add a student's data(student ID,student name and score)
Type 2: show student's data
Type 3 : show all student's data.
```

1

Add new student's data :

student id :a01

student name :Yin

Score :70

This is student 1

student's number

```
Type 1: add a student's data(student ID,student name and score)
Type 2: show student's data
Type 3 : show all student's data.
```

2

To show which student's information

2

Data no found

student's number

```
Type 1: add a student's data(student ID,student name and score)
Type 2: show student's data
Type 3 : show all student's data.
```

1

Add new student's data :

student id :a02

student name :Jay

Score :85

This is student 2

student's number

```
Type 1: add a student's data(student ID,student name and score)
Type 2: show student's data
Type 3 : show all student's data.
```

2

To show which student's information

2

Student id :a02

Student name :Jay

Student Jay pass this project

This is student 2

student's number

```
Type 1: add a student's data(student ID,student name and score)
Type 2: show student's data
Type 3 : show all student' data.
3
|====Student's data=====
Number : 1
Student id :a01
Student name :Yin
Student Yin pass this project

Number : 2
Student id :a02
Student name :Jay
Student Jay pass this project

Number : 3
Student id :a03
Student name :Tom
Student Tom fail this project

=====
Pass : 2
No pass : 1
```

● Part 2

You need to create item's list and show that.

1. Create a class , " **ItemList**". Follow these requirements to do.
2. You should use the main class "**Controller**" create Item list.
3. Show the result like the following picture.

ItemList
-id : ArrayList<String>
+ addItem(String): void + remove(String): void + printList():void

Step1. Show the usage. (Type 1 ..., Type 2 ..., Type 3...)

Step2. If user enter 1 then let user add new item name.

Step3. If user input 2 then let user input item name for remove it.

Step4. If user input 3 then display all item.

Step5. When user input wrong type, it will alert user.

■ Result

```
type 1: add item to list
type 2: remove item from list
type 3: show the list
1
Add item name :aa

type 1: add item to list
type 2: remove item from list
type 3: show the list
1
Add item name :bb

type 1: add item to list
type 2: remove item from list
type 3: show the list
3
show the list
1 : aa
2 : bb

type 1: add item to list
type 2: remove item from list
type 3: show the list
2
remove item name :aa

type 1: add item to list
type 2: remove item from list
type 3: show the list
3
show the list
1 : bb
```