

Assignment #1 (2%)

Posted on January 12, 2023

Due Date: Thursday January 19, 2023, 11:59 PM

Late submission: 10% penalty per day until Sunday January 22, 11:59 PM

Submit to Slate Drop box for Assignment#1 using the submission template file

Design a class named **Rectangle** to represent a rectangle using object-oriented concepts of abstraction, encapsulation, and exception handling. Follow the example of the **Circle** class with exception as posted in Module 1 (Circle with Exception), which is designed using object-oriented concepts and exception handling.

Class **Rectangle** contains:

- Two **double** data fields named **width** and **height** that specify the width and height of the rectangle. The default values are **1** for both **width** and **height**.
- A data field **numberOfRectangles** to count the number of Rectangles
- A no-arg constructor that creates a default rectangle.
- A constructor that creates a rectangle with the specified **width** and **height** and invokes setter methods to instantiate objects.
- Setter and getter methods to set and get width and height
- A method named **getArea()** that returns the area of this rectangle, $\text{Area} = \text{width} * \text{height}$.
- A method named **getPerimeter()** that returns the perimeter, $\text{Perimeter} = 2 * (\text{width} + \text{height})$.
- Apply Exception handling in setter methods if height or width are set to 0 or negative values.
- Use this keyword both to invoke constructor and refer to data field.
- Display UML diagram.

Program Output and Deliverable:

Draw the UML diagram for the class then implement the class.

Write a **TestRectangle** driver class that creates three **Rectangle** objects—one with width **4** and height **40**, and a second one with width **3.5** and height **35.9**. and a third one with width **-2** and height **20**. Display the width, height, area, and perimeter of each rectangle and number of rectangles - in this order.

Submission Standard on Slate:

Submit only one single MSWord file (the Template file must be used) containing text of the program code in a single space format. Coding must include startup comment and file name should be Assignment1(Lastname-Firstname). Other requirements in the following order:

1. UML diagram
2. Text of your code, i.e., not image of the code (Note: Apply class abstraction and encapsulation. Create a test/driver class **TestRectangle** and a **Rectangle** class.
3. Include screen shot of your execution screen pasted below the text of your program code.
4. Attached template file (Assign_1(LastName-FirstName)) may be used for submission of code and program output.

Evaluation: 2 Marks

1. UML: 0.5 marks
2. Coding standard and quality (indentation, spacing, comments, conventions, etc.): 1 mark
3. Program output screen shot: 0.5 marks
4. Penalty mark for Late submission 10% per day up to 3 days then mark of 0
5. Penalty mark for failing to follow submission standard 50%