

Programming in Java - project/homework II

1. Download and unzip `proj2` source code:
 1. Download `proj2.zip` from the course site (moodle)
 2. Unzip it (you get `proj2` directory)
 3. Move `proj2` to `programming-in-java` directory, i.e.,
 - `programming-in-java`
 - `lab00`
 - `...`
 - `proj2 <--`
 - `...`
2. [IntelliJ] Add `proj2` module to the `programming-in-java` project (add include '`proj2`' at the end of `settings.gradle`)
3. [IntelliJ] Load the *gradle changes* (e.g., by opening the file `proj2/build.gradle` and clicking the `reload` button in the top right corner of the file)
4. [IntelliJ] Implement the methods in `PlayWithMovies` , i.e.,:
 - `ex01` ,
 - `...`
 - `ex10`

to get all the tests written in `PlayWithMoviesTest` passed.

Notes:

- all methods should be implemented using only the *Java Stream API* and/or *Collectors*
 - *loop-based* (i.e., imperative; `forEach` is considered to be a loop!) solutions will be treated as partial/uncomplete and graded using 80% of the scale
5. [IntelliJ] In the gradle panel run `proj2 > Tasks > build > clean`
 6. Zip the content of the `proj2` directory (name it `proj2.zip`)
 7. [moodle] Attach `proj2.zip` as the solution in the assignment form
 8. [moodle] As the second attachment add a text file that summarises the contribution of each member of the team. For instance, for a team of three with equal contributions:

- Member 1 (name + surname): 1/3
- Member 2 (name + surname): 1/3
- Member 3 (name + surname): 1/3

9. [moodle] *IMPORTANT!* Each member of the team should submit the assignment solution *separately*.