

Classroom

Group of 3 or 4 students:

Enumerate differences between JAVA and .NET

Write in a paper individually.

Create different groups and compare results.

Remove or add other differences

Create only one list

Group of 3 or 4 students

Repeat the process, enumerate differences between JAVA and C#

Create different groups and compare results

Create only one list

Which is better technology?

C# Coding

Open Visual Studio and create a C# Console Application Project

- Create class Cell, add property MovementCost
- Create class Terrain, must be a 2D matrix (jagged array or multi-dimensional array?)
 - Constructor, cell read/write operations, get size...
- Create class Position, must represent a position (zero based x-y coordinates) in the Terrain
- Create Class Path, an object of class Path represents a sequence of positions that describe a path (a Path is linked always to a Terrain).
 - Constructor also receives a start position
 - Move, receives a direction (only four available directions: Left, Right, Up, Down). Don't check if it's a valid movement.
 - Indexer operator to access positions
 - foreach method must be valid
 - GetCost, returns the total cost of move throw the terrain (take into account that first and last cell are half traveled)
- Create an interface: IDangerous
 - float GetProbabilityDamage();

- Create inherited classes from Cell class that implement this interface
- Loop through a path and compute the total probability of damage

Test each function when you type it.