

**LAB**

SEPT 2022

TEB1043

Object Oriented Programming

*Lab*

|  |  |  |  |
| --- | --- | --- | --- |
| **NO.** | **NAME** | **STUDENT ID** | **PROGRAM (IT / IS / CS / BM)** |
| **1.** | **CHENG PIN JIE** | **21000548** | **CS** |

**Lab 1 – Download Unity**

A screenshot of a computer

Description automatically generated with medium confidence

A screenshot of a computer

Description automatically generated with medium confidence

**Lab 2 – All Operators**

A screenshot of a computer

Description automatically generated with medium confidence

Text

Description automatically generated

**Lab 3 – String/Math**

<https://onlinegdb.com/lNP3R3bxe>

**Lab 4 - Selection**

<https://onlinegdb.com/Sz2L1Vnwz>

**Text

Description automatically generatedLab 5 – Create a student class with attributes name, ID, method to go to class**

**A screenshot of a computer

Description automatically generated with medium confidenceLab 6 – Protected access modifier & Encapsulation properties.**

A screenshot of a computer

Description automatically generated with medium confidence

**A screenshot of a computer

Description automatically generated with medium confidenceLab 7 – Abstraction & Interface**

**Lab 8 – 3D model**

**A picture containing indoor, desk, mouse, cluttered

Description automatically generated**

**Lab 9 – 3D model and marker**

FAILURE: Build failed with an exception.

\* What went wrong:  
Execution failed for task ':launcher:packageRelease'.  
> A failure occurred while executing com.android.build.gradle.internal.tasks.Workers$ActionFacade  
   > com.android.ide.common.signing.KeytoolException: Failed to read key AndroidDebugKey from store "C:\Users\user\.android\debug.keystore": Invalid keystore format

\* Try:  
Run with --stacktrace option to get the stack trace. Run with --info or --debug option to get more log output. Run with --scan to get full insights.

\* Get more help at <https://help.gradle.org>

BUILD FAILED in 9s  
Picked up JAVA\_TOOL\_OPTIONS: -Dfile.encoding=UTF-8

UnityEditor.BuildPlayerWindow:BuildPlayerAndRun ()

Gradle | Search for Help with Gradle Build Tool

CommandInvokationFailure: Gradle build failed.  
C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\OpenJDK\bin\java.exe -classpath "C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\Tools\gradle\lib\gradle-launcher-6.1.1.jar" org.gradle.launcher.GradleMain "-Dorg.gradle.jvmargs=-Xmx4096m" "assembleRelease"

Environment Variables:  
NVIDIAWHITELISTED = 0x01  
USERDOMAIN = EDWARD  
ProgramFiles = C:\Program Files  
TMP = C:\Users\user\AppData\Local\Temp  
PROCESSOR\_ARCHITECTURE = AMD64  
PROCESSOR\_REVISION = 5000  
OS = Windows\_NT  
CHROME\_CRASHPAD\_PIPE\_NAME = \\.\pipe\crashpad\_21484\_UMUPJMYPWQHGEAEH  
PROCESSOR\_IDENTIFIER = AMD64 Family 25 Model 80 Stepping 0, AuthenticAMD  
ProgramW6432 = C:\Program Files  
USERPROFILE = C:\Users\user  
JAVA\_HOME = C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\OpenJDK  
CommonProgramFiles = C:\Program Files\Common Files  
DriverData = C:\Windows\System32\Drivers\DriverData  
ComSpec = C:\Windows\system32\cmd.exe  
PSModulePath = C:\Program Files\WindowsPowerShell\Modules;C:\Windows\system32\WindowsPowerShell\v1.0\Modules  
PUBLIC = C:\Users\Public  
USERNAME = user  
NUMBER\_OF\_PROCESSORS = 12  
JAVA\_TOOL\_OPTIONS = -Dfile.encoding=UTF-8  
FPS\_BROWSER\_APP\_PROFILE\_STRING = Internet Explorer  
HOMEDRIVE = C:  
TEMP = C:\Users\user\AppData\Local\Temp  
Path = C:\Program Files\Microsoft\jdk-11.0.12.7-hotspot\bin;C:\Windows\system32;C:\Windows;C:\Windows\System32\Wbem;C:\Windows\System32\WindowsPowerShell\v1.0\;C:\Windows\System32\OpenSSH\;C:\Program Files (x86)\NVIDIA Corporation\PhysX\Common;C:\Program Files\NVIDIA Corporation\NVIDIA NvDLISR;C:\Program Files (x86)\Windows Kits\10\Windows Performance Toolkit\;C:\CPJ\Software\flutter\_windows\_3.0.4-stable\flutter\bin;C:\Program Files\dotnet\;C:\Users\user\AppData\Local\Microsoft\WindowsApps;C:\Users\user\AppData\Local\Programs\Microsoft VS Code\bin;C:\msys64\mingw64\bin;C:\Users\user\.dotnet\tools  
COMPUTERNAME = EDWARD  
PATHEXT = .COM;.EXE;.BAT;.CMD;.VBS;.VBE;.JS;.JSE;.WSF;.WSH;.MSC  
OneDriveCommercial = C:\Users\user\OneDrive - Universiti Teknologi PETRONAS  
ALLUSERSPROFILE = C:\ProgramData  
SystemDrive = C:  
windir = C:\Windows  
FPS\_BROWSER\_USER\_PROFILE\_STRING = Default  
HOMEPATH = \Users\user  
CommonProgramFiles(x86) = C:\Program Files (x86)\Common Files  
APPDATA = C:\Users\user\AppData\Roaming  
OneDrive = C:\Users\user\OneDrive - Universiti Teknologi PETRONAS  
PROCESSOR\_LEVEL = 25  
CommonProgramW6432 = C:\Program Files\Common Files  
ProgramFiles(x86) = C:\Program Files (x86)  
SystemRoot = C:\Windows  
SESSIONNAME = Console  
LOGONSERVER = \\EDWARD  
LOCALAPPDATA = C:\Users\user\AppData\Local  
VBOX\_MSI\_INSTALL\_PATH = C:\Program Files\Oracle\VirtualBox\  
SHIM\_MCCOMPAT = 0x810000001  
USERDOMAIN\_ROAMINGPROFILE = EDWARD  
ProgramData = C:\ProgramData  
ORIGINAL\_XDG\_CURRENT\_DESKTOP = undefined

stderr[

FAILURE: Build failed with an exception.

\* What went wrong:  
Execution failed for task ':launcher:packageRelease'.  
> A failure occurred while executing com.android.build.gradle.internal.tasks.Workers$ActionFacade  
   > com.android.ide.common.signing.KeytoolException: Failed to read key AndroidDebugKey from store "C:\Users\user\.android\debug.keystore": Invalid keystore format

\* Try:  
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\* Get more help at <https://help.gradle.org>

BUILD FAILED in 9s  
Picked up JAVA\_TOOL\_OPTIONS: -Dfile.encoding=UTF-8  
]  
stdout[  
Starting a Gradle Daemon, 1 incompatible and 2 stopped Daemons could not be reused, use --status for details

> Configure project :launcher  
WARNING: The option setting 'android.enableR8=false' is deprecated.  
It will be removed in version 5.0 of the Android Gradle plugin.  
You will no longer be able to disable R8  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\build-tools\30.0.2\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\platform-tools\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\platforms\android-29\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\platforms\android-30\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\tools\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\build-tools\30.0.2\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\platform-tools\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\platforms\android-29\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\platforms\android-30\package.xml. Probably the SDK is read-only  
Exception while marshalling C:\Program Files\Unity\Hub\Editor\2021.3.10f1\Editor\Data\PlaybackEngines\AndroidPlayer\SDK\tools\package.xml. Probably the SDK is read-only

> Task :unityLibrary:preBuild UP-TO-DATE  
> Task :launcher:preBuild UP-TO-DATE  
> Task :unityLibrary:preReleaseBuild UP-TO-DATE  
> Task :launcher:preReleaseBuild UP-TO-DATE  
> Task :unityLibrary:compileReleaseAidl NO-SOURCE  
> Task :unityLibrary:packageReleaseRenderscript NO-SOURCE  
> Task :launcher:generateReleaseBuildConfig UP-TO-DATE  
> Task :launcher:compileReleaseAidl NO-SOURCE  
> Task :unityLibrary:compileReleaseRenderscript NO-SOURCE  
> Task :launcher:compileReleaseRenderscript NO-SOURCE  
> Task :unityLibrary:generateReleaseResValues UP-TO-DATE  
> Task :unityLibrary:generateReleaseResources UP-TO-DATE  
> Task :launcher:javaPreCompileRelease UP-TO-DATE  
> Task :launcher:generateReleaseResValues UP-TO-DATE  
> Task :launcher:generateReleaseResources UP-TO-DATE  
> Task :launcher:createReleaseCompatibleScreenManifests UP-TO-DATE  
> Task :launcher:extractDeepLinksRelease UP-TO-DATE  
> Task :unityLibrary:packageReleaseResources UP-TO-DATE  
> Task :launcher:prepareLintJar UP-TO-DATE  
> Task :unityLibrary:extractDeepLinksRelease UP-TO-DATE  
> Task :unityLibrary:processReleaseManifest UP-TO-DATE  
> Task :unityLibrary:compileReleaseLibraryResources UP-TO-DATE  
> Task :unityLibrary:parseReleaseLocalResources UP-TO-DATE  
> Task :unityLibrary:generateReleaseBuildConfig UP-TO-DATE  
> Task :unityLibrary:javaPreCompileRelease UP-TO-DATE  
> Task :unityLibrary:prepareLintJarForPublish UP-TO-DATE  
> Task :unityLibrary:generateReleaseRFile UP-TO-DATE  
> Task :launcher:mergeReleaseResources UP-TO-DATE  
> Task :unityLibrary:compileReleaseJavaWithJavac UP-TO-DATE  
> Task :launcher:processReleaseManifest UP-TO-DATE  
> Task :unityLibrary:bundleLibCompileToJarRelease UP-TO-DATE  
> Task :unityLibrary:bundleLibRuntimeToJarRelease UP-TO-DATE  
> Task :unityLibrary:mergeReleaseShaders UP-TO-DATE  
> Task :unityLibrary:compileReleaseShaders NO-SOURCE  
> Task :unityLibrary:generateReleaseAssets UP-TO-DATE  
> Task :launcher:processReleaseResources UP-TO-DATE  
> Task :launcher:compileReleaseJavaWithJavac UP-TO-DATE  
> Task :launcher:compileReleaseSources UP-TO-DATE  
> Task :unityLibrary:packageReleaseAssets  
> Task :unityLibrary:processReleaseJavaRes NO-SOURCE  
> Task :unityLibrary:bundleLibResRelease NO-SOURCE  
> Task :unityLibrary:mergeReleaseJniLibFolders UP-TO-DATE  
> Task :unityLibrary:mergeReleaseNativeLibs UP-TO-DATE  
> Task :unityLibrary:stripReleaseDebugSymbols UP-TO-DATE  
> Task :unityLibrary:copyReleaseJniLibsProjectOnly UP-TO-DATE  
> Task :launcher:lintVitalRelease  
> Task :launcher:checkReleaseDuplicateClasses UP-TO-DATE  
> Task :launcher:dexBuilderRelease UP-TO-DATE  
> Task :launcher:desugarReleaseFileDependencies UP-TO-DATE  
> Task :launcher:mergeExtDexRelease UP-TO-DATE  
> Task :launcher:mergeDexRelease UP-TO-DATE  
> Task :launcher:mergeReleaseShaders UP-TO-DATE  
> Task :launcher:compileReleaseShaders NO-SOURCE  
> Task :launcher:generateReleaseAssets UP-TO-DATE  
> Task :launcher:mergeReleaseAssets  
> Task :launcher:processReleaseJavaRes NO-SOURCE  
> Task :launcher:mergeReleaseJavaResource UP-TO-DATE  
> Task :launcher:collectReleaseDependencies UP-TO-DATE  
> Task :launcher:sdkReleaseDependencyData UP-TO-DATE  
> Task :launcher:mergeReleaseJniLibFolders UP-TO-DATE  
> Task :launcher:mergeReleaseNativeLibs UP-TO-DATE  
> Task :launcher:stripReleaseDebugSymbols UP-TO-DATE  
> Task :launcher:validateSigningRelease UP-TO-DATE  
> Task :launcher:packageRelease FAILED  
45 actionable tasks: 4 executed, 41 up-to-date  
]  
exit code: 1  
UnityEditor.Android.Command.WaitForProgramToRun (UnityEditor.Utils.Program p, UnityEditor.Android.Command+WaitingForProcessToExit waitingForProcessToExit, System.String errorMsg) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.Command.Run (System.Diagnostics.ProcessStartInfo psi, UnityEditor.Android.Command+WaitingForProcessToExit waitingForProcessToExit, System.String errorMsg) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.Command.Run (System.String command, System.String args, System.String workingdir, UnityEditor.Android.Command+WaitingForProcessToExit waitingForProcessToExit, System.String errorMsg) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.AndroidJavaTools.RunJava (System.String args, System.String workingdir, System.Action`1[T] progress, System.String error) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.GradleWrapper.Run (UnityEditor.Android.AndroidJavaTools javaTools, Unity.Android.Gradle.AndroidGradle androidGradle, System.String workingdir, System.String task, System.Action`1[T] progress) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
Rethrow as GradleInvokationException: Gradle build failed  
UnityEditor.Android.GradleWrapper.Run (UnityEditor.Android.AndroidJavaTools javaTools, Unity.Android.Gradle.AndroidGradle androidGradle, System.String workingdir, System.String task, System.Action`1[T] progress) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.PostProcessor.Tasks.BuildGradleProject.Execute (UnityEditor.Android.PostProcessor.PostProcessorContext context) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.PostProcessor.PostProcessRunner.RunAllTasks (UnityEditor.Android.PostProcessor.PostProcessorContext context) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
Rethrow as BuildFailedException: Exception of type 'UnityEditor.Build.BuildFailedException' was thrown.  
UnityEditor.Android.PostProcessor.CancelPostProcess.AbortBuild (System.String title, System.String message, System.Exception ex) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.PostProcessor.PostProcessRunner.RunAllTasks (UnityEditor.Android.PostProcessor.PostProcessorContext context) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.PostProcessAndroidPlayer.PostProcess (UnityEditor.Modules.BuildPostProcessArgs args, AndroidPlayerBuildProgram.Data.AndroidPlayerBuildProgramOutput buildProgramOutput) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.Android.AndroidBuildPostprocessor.PostProcess (UnityEditor.Modules.BuildPostProcessArgs args, UnityEditor.BuildProperties& outProperties) (at <254d6ba8d2224b2793130e21dc037be2>:0)  
UnityEditor.PostprocessBuildPlayer.Postprocess (UnityEditor.BuildTargetGroup targetGroup, UnityEditor.BuildTarget target, System.Int32 subtarget, System.String installPath, System.String companyName, System.String productName, System.Int32 width, System.Int32 height, UnityEditor.BuildOptions options, UnityEditor.RuntimeClassRegistry usedClassRegistry, UnityEditor.Build.Reporting.BuildReport report) (at <99feab6f3db6407493924fe4a179a95b>:0)  
UnityEditor.BuildPlayerWindow:BuildPlayerAndRun()

Gradle | Search for Help with Gradle Build Tool