NAME: GROUP:

1. 6 points A data-type class must be designed in order to represent news to be published on digital media. The name of the class must be PieceOfNews. Every single news will represented as an instance of this class and will have the following attributes: (a) time the news was generated, (b) link to the file containing the information to be published, (c) number of media that have echoed the news in the same day, and (d) news type: text, audio or video.

It is available the class TimeInstant to represent the moment in the day each news was generated. Next you have the relevant parts of the documentation of the class TimeInstant needed for the exam:

Constructors		
Constructor		Description
TimeInstant()		TimeInstant (hours and minutes) from current UTC (universal coordinated time).
TimeInstant(int	iniHours, int iniMinutes	TimeInstant corresponding to iniHours hours and iniMinutes minutes.
Method Summary All Methods Instance Methods Concrete Methods		
Modifier and Type	Method	Description
int	compareTo (TimeInstant tInstant)	Chronological comparison of current TimeInstant object and tInstant parameter Result is negative when current TimeInstant is previous to tInstant, zero if they are equal and positive when current TimeInstant is posterior to tInstant.
boolean	equals (java.lang.Object o)	Returns true only if o $$ is a TimeInstant that concides in hours and minutes with current TimeInstant.
int	getHours()	Returns hours of current TimeInstant object.
int	getMinutes()	Returns minutes of current TimeInstant object.
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void	setHours(int hh)	Modifies hours of current TimeInstant object.
	setHours(int hh) setMinutes(int mm)	•

What you have to do: implement the class PieceOfNews with the following attributes and methods (you can assume this class will be in the same package the class TimeInstant is):

- a) (0.5 points) Three constants that will public and static attributes of type int. The purpose is to use a numeric code for each one of the three types of news, this will allow to distinguish the data format of the file containing the news. The names of the three constants must be AUDIO, VIDEO and TEXT with values 0, 1 and 2 respectively.
 - This constants must be used wherever in the code of the methods of the class PieceOfNews when the type of the news needs to be specified. Never use the values of the constants directly.
- b) (0.5 points) Four private attributes (i.e. instance variables), to represent the elements of a news described above. Use the identifiers proposed in this list: instant (TimeInstant); link (String); echoedBy (int); type (int).
- c) (0.75 points) Constructor to create objects of the class PieceOfNews to represent a news generated at time i, stored in the file referenced by the link 1, echoed by a total of n media, and with news type t. In order to simplify the implementation, you can assume that the values of the parameters will always be correct.
- d) (1.25 points) The method equals for overriding the method with the same name inherited from the class Object. This method must check if the news represented by the current object (this) is the same than other provided as a parameter. First, the method must check if the provided object is an instance of the class PieceOfNews, then check if both were generated at the same time, have been echoed by an equal number of media, and have the same news type. The link should not be taken into account.
- e) (1.75 points) The method compareTo to compare two objects of the class PieceOfNews, as in the equals method, one news is the current object (this), and the other is provided as parameter, e.g. other. The comparison must be done according to the popularity, in such a way that if this is less popular than other returns a negative integer, if this is more popular than other returns a positive integer, otherwise returns 0 for indicating that both news are equally popular

The popularity criteria are the following ones:

• Any news is less popular than another if was generated before.

- If both news were generated at the same time, then one news is less popular than another if was echoed by less media than the other.
- In the case both news where generated a the same time and echoed by the same number of media, then the popularity is conditioned by the degree of elaboration, that is, the news type. So, news in text written by a journalist are the most elaborate, then videos, and audio files are considered the less elaborate.
- f) (1.25 points) The toString method that must override the method with the same name inherited from the class Object. This method returns a description of the news in the following format: the time it was generated, the link, the number of media that echoed it, and the news type with one of the following three words between parenthesis: text, video, audio. Here you have an example:

10:30 https://media.com/2019/10/31/climate-change2 150 (text)

```
Solution:
public class PieceOfNews {
    public static final int AUDIO = 0, VIDEO = 1, TEXT = 2;
    private TimeInstant instant;
    private String link;
    private int echoedBy;
    private int type;
    public PieceOfNews(TimeInstant i, String 1, int n, int t) {
        instant = i;
        link = 1;
        echoedBy = n;
        type = t;
    public boolean equals(Object o) {
        return o instanceof PieceOfNews
            && this.instant.equals(((PieceOfNews) o).instant)
            && this.echoedBy == ((PieceOfNews) o).echoedBy
            && this.type == ((PieceOfNews) o).type;
    }
    public int compareTo(PieceOfNews other) {
        int res = this.instant.compareTo(other.instant);
        if (res == 0) {
            res = this.echoedBy - other.echoedBy;
            if (res == 0) {
                res = this.type - other.type;
        }
        return res;
    7
    public String toString() {
        String res = "";
        res += instant + " " + link + " " + echoedBy + " (";
        switch (type) {
            case TEXT:
               res += "text)"; break;
            case VIDEO:
                res += "video)"; break;
            default:
                res += "audio)";
        7
        return res:
    }
}
```

2. 2 points What you have to do: given the next program-type class TestPieceOfNews, complete the main method to perform the actions described next. For simplifying, you can assume that this class will be in the same package the classes PieceOfNews and TimeInstant are. In this class you have to use the constants defined in the classes of the same package wherever be required.

```
public class TestPieceOfNews {
    /** Returns a random integer in the rang [start, end], 0 <= start < end. */
    private static int random(int start, int end) {
        return (int) (Math.random() * (end - start + 1) + start);
    }
    public static void main(String[] args) {</pre>
```

```
} ..
```

- a) (0.25 points) Create an object of the class TimeInstant named ti to represent 10:30 AM.
- b) (0.25 points) Create an object of the class PieceOfNews named n1 to represent a news generated at time ti, of type audio, echoed by a total of 200 media, and whose link is "https://media.com/2019/10/31/climate-change1".
- c) (0.25 points) Assign to a local variable named echo2 a random number in the range [2, 500].
- d) (0.25 points) Create an object of the class PieceOfNews named n2 generated at time ti, of type text, that has been echoed by a total of echo2 media, and whose link is "https://media.com/2019/10/31/climate-change2".
- e) (0.25 points) Assign to a local variable named resC the result of executing the method compareTo with respect to the object referenced by n1 in order to compare the both news referenced by the local variables n1 y n2.
- f) (0.75 points) Depending on the value of resC, show on the screen the most popular news by using the format generated by the method toString. In the case both news were equally popular, then show both news on the screen separated by the equal sign.

```
Solution:
public class TestPieceOfNews {
    /** Returns a random int value in the range [ini, fin], 0 <= ini < fin. */
    private static int random(int ini, int fin) {
        return (int) (Math.random() * (fin - ini + 1) + ini);
    public static void main(String[] args) {
        TimeInstant ti = new TimeInstant(10, 30);
        String link = "https://media.com/2019/10/31/climate-change1";
        PieceOfNews n1 = new PieceOfNews(ti, link, 200, PieceOfNews.AUDIO);
        int echo2 = random(2, 500);
        String link2 = "https://media.com/2019/10/31/climate-change2";
        PieceOfNews n2 = new PieceOfNews(ti, link2, echo2, PieceOfNews.TEXT);
        int resC = n1.compareTo(n2);
        if (resC == 0) {
            System.out.println(n1 + " = " + n2);
        else if (resC < 0) {
            System.out.println(n2);
        else { System.out.println(n1); }
    }
}
```

3. 2 points Given the following class where the class TimeInstant is used, what is shown on screen when executed?

```
public class Exercise3 {
    public static void main(String[] args) {
        TimeInstant aux = new TimeInstant(5, 6); int j = 1;
        System.out.println("At main: " + j + " " + aux.getHours() + " " + aux.getMinutes());
        m2(aux, j);
        System.out.println("At main: " + j + " " + aux.getHours() + " " + aux.getMinutes());
    }
    private static void m2(TimeInstant aux, int j) {
        System.out.println("At m2: " + j + " " + aux.getHours());
        int newHour = aux.getHours() + j;
        j++; aux.setHours(newHour);
        m1(aux, j);
                                       " + j + " " + aux.getHours());
        System.out.println("At m2:
    private static void m1(TimeInstant aux, int j) {
    System.out.println("At m1: " + j + " " + aux.getMinutes());
        int newMinutes = aux.getMinutes() + j;
        j++; aux.setMinutes(newMinutes);
        System.out.println("At m1:
                                       " + j + " " + aux.getMinutes());
}
```

Solution:

At main: 1 5 6
At m2: 1 5
At m1: 2 6
At m1: 3 8
At m2: 2 6
At main: 1 6 8