CS 249: Assignment 02

Programming Assignments (95%)

SpaceVessel.java

Create a java file with a public class SpaceVessel.

This class will have the following **PRIVATE** instance data variables:

- private String vesselName (default: "" (empty String))
- private int length (default: 0)
- **private int weight** (default: 0)

This class will also have the following PUBLIC instance methods/functions:

- public String getName()
 - o Returns vesselName
- public int getLength()
 - o Returns length
- public int getWeight()
 - o Returns weight
- public void setName(String name)
 - Set vesselName to equal name
- public void setLength(int feet)
 - Set length to equal feet
- public void setWeight(int pounds)
 - Set weight to equal pounds
- public String getLengthString()
 - o Convert the length in feet to meters: 0.3048*length
 - Create and return a String with the following contents:
 - length
 - "ft. ("
 - String.format("%.2f", meters)
 - "m)"
 - o Example: "42 ft. (12.80 m)"
- public String getWeightString()
 - o Convert the weight in pounds to kilograms: 0.4536*weight
 - Create and return a String with the following contents:
 - weight
 - " lbs. ("

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String.format("%.2f", kilograms)
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- "kg)"
- o Example: "238 lbs. (107.96 kg)"
- public String toString()
 - Create a String that is a concatenation of:
 - "NAME: " + vesselName + "\n"
 - "LENGTH: " + getLengthString() + "\n"
 - "WEIGHT: " + getWeightString() + "\n
 - Return the String

Armada.java

Create a java file with a public class Armada. In its main() method, do the following:

- Create a Scanner object to read from System.in. Only create ONE Scanner object that reads from System.in!
- Create a **SpaceVessel object** *vessel*: SpaceVessel vessel = new SpaceVessel()
- Print out "Enter vessel name:" using System.out.println().
- Read in the **name** as a LINE using the nextLine() method of your Scanner object and store it in a String variable.
- Print out "Enter length and weight:" using System.out.println().
- Read in the LINE using nextLine() method of your Scanner object and store it in a String variable.
 - Create ANOTHER Scanner from that String:
 - Scanner parseLine = new Scanner(line);
 - Using THIS Scanner:
 - Use nextInt() to read in the length in feet
 - Use nextInt() to read in the weight in pounds
- Use the vessel.setName, vessel.setLength, and vessel.setWeight methods to save the name, length, and weight of the vessel object.
- Using System.out.println, print out the value returned from vessel.toString()

Example Run (user input highlighted in blue):

Testing Screenshot (5%)

Submit a screenshot showing the results of running the test program(s).

Grading

Your OVERALL assignment grade is weighted as follows:

- 5% Testing results screenshot
- 95% Programming assignments

For the **PROGRAMMING** portion of the assignment, in addition to the usual penalties:

Issue	Penalty (in %)
SpaceVessel.java missing / not properly implemented	50
Armada.java missing / not properly implemented	50