



Intro to Java Week 5 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

Instructions: In Eclipse, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your Java project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

1. Create an interface named `Logger`.
2. Add two void methods to the `Logger` interface, each should take a `String` as an argument
 - a. `Log`
 - b. `Error`
3. Create two classes that implement the `Logger` interface



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- a. AsteriskLogger
 - b. SpacedLogger
4. The log method on the AsteriskLogger should print out the String it receives between 3 asterisks on either side of the String (e.g. if the String passed in is “Hello”, then it should print ***Hello*** to the console.
 5. The error method on the AsteriskLogger should print the String it receives inside a box of asterisks, with the String preceded by the word “ERROR:”. For example, if “Hello” is the argument, the following should be printed:

```
*****  
***Error: Hello***  
*****
```

6. The SpacedLogger should add spaces between each character of the String argument passed into its methods.
7. If the log method received “Hello” as an argument, it should print H e l l o
8. The error method should do the same, but with “ERROR:” preceding the spaced out input (i.e. ERROR: H e l l o)
9. Create a class named App that has a main method.
10. In this class instantiate an instance of each of your logger classes that implement the Logger interface.
11. Test both methods on both instances, passing in Strings of your choice.

Screenshots of Code:

```
1  //1.  
2  public interface Logger {  
3  
4      //2.  
5      public void log(String log);  
6      public void Error (String Error);  
7  }  
8
```



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```
1 //3A.
2 public class AsteriskLogger implements Logger {
3
4     public static void main(String[] args) {
5
6     }
7
8     //4.
9     @Override
10    public void log(String Hello) {
11        System.out.println("***" + Hello + "***");
12    }
13
14    //5.
15    @Override
16    public void Error(String Error) {
17        StringBuilder sb = new StringBuilder();
18        for (int i = 0; i < Error.length(); i++) {
19            sb.append("*");
20        }
21        System.out.println(sb.toString() + "\n" + "***Error: " + Error.toString() + "***" + "\n" + sb.toString());
22    }
23 }
24
25
26
27
28
29
30
```

```
1 //3B.
2 public class SpacedLogger implements Logger {
3
4     public static void main(String[] args) {
5
6     }
7
8     //6 & 7.
9     @Override
10    public void log(String log) {
11        String input = log.toString();
12        StringBuilder sb = new StringBuilder();
13        for (char letter : input.toCharArray()) {
14            sb.append(letter).append(" ");
15        }
16        System.out.println(sb.toString());
17    }
18
19    //8.
20    @Override
21    public void Error(String Error) {
22        String input = Error.toString();
23        StringBuilder sb = new StringBuilder();
24        for (char letter : input.toCharArray()) {
25            sb.append(letter).append(" ");
26        }
27        System.out.println("Error: " + sb.toString() );
28    }
29 }
30 }
```



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```
1 //9.|
2 public class App {
3
4     public static void main(String[] args) {
5
6         //10 & 11.
7         Logger logger = new AsteriskLogger();
8
9         logger.log("Hello, welcome");
10
11        logger.Error("This will be resolved soon");
12
13        Logger logger2 = new SpacedLogger();
14
15        logger2.log("Welcome to the Jungle ");
16
17        logger2.Error("You lose");
18
19    }
20 }
```

Screenshots of Running Application:

```
***Hello, welcome***
*****
***Error: This will be resolved soon***
*****
Welcome to the Jungle
Error: You lose
```

URL to GitHub Repository: <https://github.com/DesmondYo/Week5Homework>