

Systematic Software Development

Week 2 Exercises

1. Set up a project called SimpleTimerExercise in NetBeans as follows
 - a. Download the zip file for SimpleTimer from the Moodle site to your desktop (or any other suitable place).
 - b. Unzip it to a folder you have created for all of your Java projects for this unit . Unzip it also to another folder you have created for lab exercises
 - c. Launch NetBeans and open SimpleTimer project in your lab exercises folder. Make sure that you can run the program by either right clicking on the source file SimpleTimer or else right clicking on the project and choosing SimpleTimer as class with the main() method in it.
2. Within the SimpleTimerExercise project change the code so that, when run, the string displayed in the console window is different to an asterisk. Recompile and test out the change
3. Change the code so that period between displays of the string is different to the current period. Recompile and test out the change
4. Compose a new class called *Logger*, with a method *log()* that displays the asterisk in the console window, instead of the current place in the code where the asterisk is displayed. [To construct a new class in the package simpletimer, right click on it in the projects window and select New->Java Class]
5. Now change the code in SimpleTimerController so that Logger carries out the asterisk display.
6. Compose a new class called Listener2 that implements ActionListener and whose actionPerformed() method displays a different string on the console
7. Change the program so that *both* strings are repeatedly displayed on the console