Chapter 4 programming

4.30

For 4.30 I was able to just subtract the two values to get the distance between them.

4.33

For 4.33 I utilized very similar code to 4.30 and also added a Shape.java class.

4.27

For this I just added an if statement that checks if the value is less than 0. If it is, it just throws new IllegalArgumentException.

4.47

For 4.47 I created two instance variables in the shape class and made the putShapeHere method into a setter. Then I just used a^2 + b^2 = c^2 to solve for the distance.

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