Exercise 1: Print Methods (2)

Prints out the name of the method, return type and parameter names and types

A computer screen shot of a program

Description automatically generated

Exercise 2: List Method Details (2)

Added Missing Methods along with its return, section responsible is below  
A screen shot of a computer program

Description automatically generated

Output of the code above (ignoring for code for question 4)

A computer screen shot of a program

Description automatically generated

Exercise 3: Fix problem with Parameterised Types (4)

This involves having an extra recursive function in ``findFields()`` where we check if it’s a parameterized type, get the arguments for that type, check if the arguments contain classes that we have inputted into our system, then add it as a new link while also calling the recursive function again.

Find fields function implementation

A screen shot of a computer code

Description automatically generated

Recursive function implementation

A screen shot of a computer code

Description automatically generated

Dependency class implementation to take care of inner classes (findFields takes care of everything else)

A screen shot of a computer code

Description automatically generated

Code for output

A computer screen shot of text

Description automatically generated

Output

|  |  |
| --- | --- |
|  |  |

Output in Mermaid Live

A diagram of a program

Description automatically generated

Exercise 4: Static Methods and Visibility Modifiers (2)

Added an extra function called append Modifiers which adds the modifiers to the beginning of each variable and method, if statement has 0 since 0 means that there are no modifiers on it

A screen shot of a computer

Description automatically generated

A screenshot of a computer program

Description automatically generated

Output

|  |  |
| --- | --- |
|  |  |