

Entornos de desarrollo

ANT

A partir del codi proporcionat, implementeu la nova funcionalitat a la calculadora **MajorQue**, que indique si el primer argument que li proporcionem és major que el segon. El tipus de valor de retorn haurà de ser lògic. Feu ús d'aquest mètode en l'aplicació, escrivint, immediatament després d'escriure el resultat de la divisió, el resultat d'aquesta comparació.

```
package src;

public class Calculadora {
    private float lastResult;
    private String lastOp;

    public float getLastResult() {
        return this.lastResult;
    }

    public String getLastOp() {
        return this.lastOp;
    }

    public float suma( float op1, float op2) {
        float result = op1 + op2;
        this.lastResult = result;
        this.lastOp = "Suma";

        return result;
    }

    public float resta(float op1, float op2) {
        float result = op1 - op2;
        this.lastResult = result;
        this.lastOp = "Resta";

        return result;
    }

    public float multiplica(float op1, float op2) {
        float result = op1 * op2;
        this.lastResult = result;
        this.lastOp = "Multiplica";

        return result;
    }

    public float divideix(float op1, float op2) {
        float result = op1 / op2;
        this.lastResult = result;
```

```

        this.lastOp = "Divideix";

        return result;
    }

    public boolean majorQue (float op1, float op2) {
        if (op1 > op2) {
            return true;
        }
        return false;
    }
}

```

```

package src;

import src.Calculadora;

public class Calcula {
    private static float operand1;
    private static float operand2;

    public static void main(String[] args) {
        if (args.length != 2) {
            System.out.println("\nSintaxi incorrecta. Necessite dos números");
            System.exit(-1);
        }

        operand1 = Float.parseFloat(args[0]);
        operand2 = Float.parseFloat(args[1]);

        Calculadora myCalc = new Calculadora();

        System.out.println("La suma entre " + operand1 + " i " + operand2 + " es "
+ myCalc.suma(operand1, operand2));
        System.out.println("La resta entre " + operand1 + " i " + operand2 + " es
" + myCalc.resta(operand1, operand2));
        System.out.println("La multiplicacio entre " + operand1 + " i " + operand2
+ " es " + myCalc.multiplica(operand1, operand2));
        System.out.println("La divisio entre " + operand1 + " i " + operand2 + "
es " + myCalc.divideix(operand1, operand2));
        System.out.println(operand1 + " > " + operand2 + " es " +
myCalc.majorQue(operand1, operand2));
    }
}

```

Ant amb Codi Font

Creeu el projecte Ant amb el vostre codi font i verifiqueu que aquest es neteja, es compila i s'executa correctament amb els arguments.

```

<project name="Calculadora">
  <target name="clean">
    <delete dir="classes" />
  </target>
  <target name="compile" depends="clean">
    <mkdir dir="classes" />
    <javac includeantruntime="false" srcdir="src" destdir="classes" />
  </target>
  <target name="run" depends="compile">
    <java classpath="classes" classname="src.Calcula">
      <arg value="{arg0}" />
      <arg value="{arg1}" />
    </java>
  </target>
</project>

```

```

> ant clean
Buildfile: C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\build.xml

clean:
  [delete] Deleting directory C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\classes

BUILD SUCCESSFUL
Total time: 0 seconds
artur@DESKTOP ~\Dropbox\DAM\Entornos\pac4\AntApp
> ant compile
Buildfile: C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\build.xml

clean:

compile:
  [mkdir] Created dir: C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\classes
  [javac] Compiling 2 source files to C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\classes

BUILD SUCCESSFUL
Total time: 0 seconds

```

```

> ant run -Darg0=3 -Darg1=4
Buildfile: C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\build.xml

clean:
  [delete] Deleting directory C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\classes

compile:
  [mkdir] Created dir: C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\classes
  [javac] Compiling 2 source files to C:\Users\artur\Dropbox\DAM\Entornos\pac4\AntApp\classes

run:
  [java] La suma entre 3.0 i 4.0 es 7.0
  [java] La resta entre 3.0 i 4.0 es -1.0
  [java] La multiplicacio entre 3.0 i 4.0 es 12.0
  [java] La divisio entre 3.0 i 4.0 es 0.75
  [java] 3.0 > 4.0 es false

BUILD SUCCESSFUL
Total time: 0 seconds

```

Ant amb Netbeans

Creeu ara el projecte de la calculadora amb Netbeans, amb el vostre codi font, i comproveu els resultats de l'execució.

The screenshot shows the NetBeans IDE with a project named 'Calculadora'. The 'Source' tab displays the code for 'Calcula.java'. The code defines a 'Calcula' class with two static float operands and a 'main' method that takes two command-line arguments. It performs addition, subtraction, multiplication, division, and a comparison. The 'Output' tab shows the results of running the program with arguments 3.0 and 5.0.

```

1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package calc;
7
8  public class Calcula {
9      private static float operand1;
10     private static float operand2;
11
12     public static void main(String[] args) {
13         if (args.length != 2) {
14             System.out.println("\nSintaxi incorrecta. Necessite dos números");
15             System.exit(-1);
16         }
17
18         operand1 = Float.parseFloat(args[0]);
19         operand2 = Float.parseFloat(args[1]);
20
21         Calculadora myCalc = new Calculadora();
22
23         System.out.println("La suma entre " + operand1 + " i " + operand2 + " es " + myCalc.suma(operand1, operand2));
24         System.out.println("La resta entre " + operand1 + " i " + operand2 + " es " + myCalc.resta(operand1, operand2));
25         System.out.println("La multiplicació entre " + operand1 + " i " + operand2 + " es " + myCalc.multiplika(operand1, operand2));
26         System.out.println("La divisió entre " + operand1 + " i " + operand2 + " es " + myCalc.divideix(operand1, operand2));
27         System.out.println(operand1 + " > " + operand2 + " es " + myCalc.majorQue(operand1, operand2));
28     }
29 }

```

Output - Calculadora (run)

```

run:
La suma entre 3.0 i 5.0 es 8.0
La resta entre 3.0 i 5.0 es -2.0
La multiplicació entre 3.0 i 5.0 es 15.0
La divisió entre 3.0 i 5.0 es 0.6
3.0 > 5.0 es false
BUILD SUCCESSFUL (total time: 0 seconds)

```

A mode de conclusió, reflexioneu (per escrit) sobre les següents qüestions:

Quin dels dos mètodes (de forma manual o amb l'assistent de Netbeans) creieu que és millor?

Jo crec que en un projecte menut es millor utilitzar la forma manual, ja que tens mes control i t'estalvies la informació extra que solen afegir els IDE's com netbeans. No obstant, en projectes grans, el IDE pot suposar una ajuda inestimable.

Quin us resulta més còmode d'utilitzar?

A mi m'agrada tindre el control, aixina que estic mes tranquil si conec tot el codi que va en el projecte.

Quin us ofereix més control sobre tot el què es crea?

Manualment tens mes control, ja que tu decidixes que es crea i que no es crea. Els IDEs com Netbeans tendixen a generar arxius i anotacions que en molts projectes no son necesaries.

MAVEN

Creeu un projecte Maven per al vostre codi de la calculadora. Per a això, partireu de l'arquetipus quick start de maven per defecte, i haureu de crear les dues classes necessàries per al seu funcionament. Aneu en compte amb els noms dels paquets.

Podeu utilitzar qualsevol dels mecanismes i IDEs què hem vist (eina mvn pròpia de Maven, el plugin de Maven per a VSCode, o bé Netbeans).

Generació del projecte

```

Downloading from central: https://repo.maven.apache.org/maven2/org/apache/maven/maven-parent/4/maven-parent-4.pom
Downloaded from central: https://repo.maven.apache.org/maven2/org/apache/maven/maven-parent/4/maven-parent-4.pom (10.0
kB at 175 kB/s)
Downloading from central: https://repo.maven.apache.org/maven2/org/apache/apache/3/apache-3.pom
Downloaded from central: https://repo.maven.apache.org/maven2/org/apache/apache/3/apache-3.pom (3.4 kB at 61 kB/s)
Downloading from central: https://repo.maven.apache.org/maven2/org/apache/maven/archetypes/maven-archetype-quickstart/1
.0/maven-archetype-quickstart-1.0.jar
Downloaded from central: https://repo.maven.apache.org/maven2/org/apache/maven/archetypes/maven-archetype-quickstart/1
.0/maven-archetype-quickstart-1.0.jar (4.3 kB at 52 kB/s)
[INFO] -----
[INFO] Using following parameters for creating project from Old (1.x) Archetype: maven-archetype-quickstart:1.0
[INFO] -----
[INFO] Parameter: basedir, Value: C:\Users\artur\Dropbox\DAM\Entornos\pac4\maven
[INFO] Parameter: package, Value: calc
[INFO] Parameter: groupId, Value: calc
[INFO] Parameter: artifactId, Value: MyCalcApp
[INFO] Parameter: packageName, Value: calc
[INFO] Parameter: version, Value: 1.0-SNAPSHOT
[INFO] project created from Old (1.x) Archetype in dir: C:\Users\artur\Dropbox\DAM\Entornos\pac4\maven\MyCalcApp
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 18.310 s
[INFO] Finished at: 2020-01-18T18:32:55+01:00
[INFO] -----
artur@DESKTOP ~\Dropbox\DAM\Entornos\pac4\maven [18:32]
>

```

Compilació del projecte

```

artur@DESKTOP ~\Dropbox\DAM\Entornos\pac4\maven\MyCalcApp [18:39]
> ls

Directory: C:\Users\artur\Dropbox\DAM\Entornos\pac4\maven\MyCalcApp

Mode                LastWriteTime         Length Name
----                -
da----             18/01/2020   18:34             .settings
da----             18/01/2020   18:32             src
da----             18/01/2020   18:38             target
-a----             18/01/2020   18:39          1815 .classpath
-a----             18/01/2020   18:34           561 .project
-a----             18/01/2020   18:39           798 pom.xml

artur@DESKTOP ~\Dropbox\DAM\Entornos\pac4\maven\MyCalcApp [18:39]
> mvn compile
[INFO] Scanning for projects...
[INFO] -----< calc:MyCalcApp >-----
[INFO] Building MyCalcApp 1.0-SNAPSHOT
[INFO] -----[ jar ]-----
[INFO] --- maven-resources-plugin:2.6:resources (default-resources) @ MyCalcApp ---
[WARNING] Using platform encoding (Cp1252 actually) to copy filtered resources, i.e. build is platform dependent!
[INFO] skip non existing resourceDirectory C:\Users\artur\Dropbox\DAM\Entornos\pac4\maven\MyCalcApp\src\main\resources
[INFO] --- maven-compiler-plugin:3.1:compile (default-compile) @ MyCalcApp ---
[INFO] Nothing to compile - all classes are up to date
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 0.595 s
[INFO] Finished at: 2020-01-18T18:39:34+01:00
[INFO] -----
artur@DESKTOP ~\Dropbox\DAM\Entornos\pac4\maven\MyCalcApp [18:39]
>

```

Execució del projecte

```
artur@DESKTOP ~\Dropbox\DAM\Entornos\pac4\maven\MyCalcApp
> java -cp .\target\classes\ calc.Calcula 1 2
La suma entre 1.0 i 2.0 es 3.0
La resta entre 1.0 i 2.0 es -1.0
La multiplicacio entre 1.0 i 2.0 es 2.0
La divisio entre 1.0 i 2.0 es 0.5
1.0 > 2.0 es false
```

Gradle

Creeu un projecte amb Gradle per al vostre codi de la calculadora.

```
artur@DESKTOP ~\Dropbox\DAM\Entornos\pac4\gradleApp
> gradle init

Select type of project to generate:
 1: basic
 2: application
 4: Gradle plugin
artur@DESKTOP ~\Dropbox\DAM\Entornos\pac4\gradleApp
> gradle init

Select type of project to generate:
 1: basic
 2: application
 3: library
 4: Gradle plugin
Enter selection (default: basic) [1..4] 2

Select implementation language:
 1: C++
 2: Groovy
 3: Java
 4: Kotlin
 5: Swift
Enter selection (default: Java) [1..5] 3

Select build script DSL:
 1: Groovy
 2: Kotlin
Enter selection (default: Groovy) [1..2] 2

Select test framework:
 1: JUnit 4
 2: TestNG
 3: Spock
 4: JUnit Jupiter
Enter selection (default: JUnit 4) [1..4] 1

Project name (default: gradleApp): MyCalculatorApp
Source package (default: MyCalculatorApp): calc

> Task :init
Get more help with your project: https://docs.gradle.org/6.0.1/userguide/tutorial_java_projects.html

BUILD SUCCESSFUL in 23s
2 actionable tasks: 2 executed
```

A aquesta calculadora haureu d'afegir ara a més dos mètodes més:

```
public Boolean esPrim(floatop1){...}
```

```
public Integer proximPrim(floatop1){...}
```

Aquesta funció ens retornarà un valor lògic, indicant si el número és prim o no (prim=divisible només per ell mateix i per 1).

```
package gradleApp.src.main.java.calc;

import gradleApp.src.main.java.calc.Calculadora;

public class Calcula {
    private static float operand1;
    private static float operand2;

    public static void main(String[] args) {
        if (args.length != 2) {
            System.out.println("\nSintaxi incorrecta. Necessite dos números");
            System.exit(-1);
        }

        operand1 = Float.parseFloat(args[0]);
        operand2 = Float.parseFloat(args[1]);

        Calculadora myCalc = new Calculadora();

        System.out.println("La suma entre " + operand1 + " i " + operand2 + " es "
+ myCalc.suma(operand1, operand2));
        System.out.println("La resta entre " + operand1 + " i " + operand2 + " es
" + myCalc.resta(operand1, operand2));
        System.out.println("La multiplicacio entre " + operand1 + " i " + operand2
+ " es " + myCalc.multiplica(operand1, operand2));
        System.out.println("La divisio entre " + operand1 + " i " + operand2 + "
es " + myCalc.divideix(operand1, operand2));
        System.out.println(operand1 + " > " + operand2 + " es " +
myCalc.majorQue(operand1, operand2));
        if (myCalc.esPrim(operand1)){
            System.out.println("El numero " + operand1 + " es prim" );
        } else {
            System.out.println("El numero " + operand1 + " NO es prim");
        }
        System.out.println("El seguent numero prim de " + operand1 + " es " +
myCalc.proximPrim(operand1));
    }
}
```

```
package gradleApp.src.main.java.calc;

import org.apache.commons.math3.primes.Primes;

public class Calculadora {
    private float lastResult;
    private String lastOp;

    public float getLastResult() {
        return this.lastResult;
    }

    public String getLastOp() {
        return this.lastOp;
    }

    public float suma( float op1, float op2) {
        float result = op1 + op2;
        this.lastResult = result;
        this.lastOp = "Suma";

        return result;
    }

    public float resta(float op1, float op2) {
        float result = op1 -op2;
        this.lastResult = result;
        this.lastOp = "Resta";

        return result;
    }

    public float multiplica(float op1, float op2) {
        float result = op1 * op2;
        this.lastResult = result;
        this.lastOp = "Multiplica";

        return result;
    }

    public float divideix(float op1, float op2) {
        float result = op1 / op2;
        this.lastResult = result;
        this.lastOp = "Divideix";

        return result;
    }

    public boolean majorQue (float op1, float op2) {
        if (op1 > op2) {
            return true;
        }
        return false;
    }
}
```



```

    }

    public boolean esPrim(float op1) {
        int value = (int)op1;
        Boolean result = Primes.isPrime(value);

        return result;
    }

    public Integer proximPrim(float op1) {
        int result = Primes.nextPrime((int)op1);

        return result;
    }
}

```

Per a estos mètodes haureu d'utilitzar els mètodes estàtics `isPrime((int)op1)` i `nextPrime((int)op1)` de la classe `Primes`, que haurem d'importar al projecte mitjançant l'import de la llibreria `org.apache.commons.math3.primes.Primes`; que hem inclòs per utilitzar al fitxer `gradle.build`.

```

/*
 * This file was generated by the Gradle 'init' task.
 *
 * This generated file contains a sample Java project to get you started.
 * For more details take a look at the Java Quickstart chapter in the Gradle
 * User Manual available at
 * https://docs.gradle.org/6.0.1/userguide/tutorial\_java\_projects.html
 */

plugins {
    // Apply the java plugin to add support for Java
    id 'java'

    // Apply the application plugin to add support for building a CLI application.
    id 'application'
}

repositories {
    // Use jcenter for resolving dependencies.
    // You can declare any Maven/Ivy/file repository here.
    jcenter()
    mavenCentral()
}

dependencies {
    // This dependency is used by the application.
    implementation 'com.google.guava:guava:28.0-jre'

    // Use JUnit test framework

```

```
testImplementation 'junit:junit:4.12'

// https://mvnrepository.com/artifact/org.apache.commons/commons-math3
compile group:'org.apache.commons', name:'commons-math3', version:'3.6.1'

}

application {
    // Define the main class for the application.
    mainClassName = 'gradleApp.src.main.java.calc.Calcula'
}
```

Ara, a més, al programa principal, després de mostrar totes les operacions anteriors, haurà d'indicar si el primer argument proporcionat és prim i quin és el seu pròxim número prim.

```
> gradle run --args "4 3"

> Task :run
La suma entre 4.0 i 3.0 es 7.0
La resta entre 4.0 i 3.0 es 1.0
La multiplicacio entre 4.0 i 3.0 es 12.0
La divisio entre 4.0 i 3.0 es 1.3333334
4.0 > 3.0 es true
El numero 4.0 NO es prim
El seguent numero prim de 4.0 es 5

Deprecated Gradle features were used in this build, making it incompatible with Gradle 7.0.
Use '--warning-mode all' to show the individual deprecation warnings.
See https://docs.gradle.org/6.0.1/userguide/command_line_interface.html#sec:command_line_warnings

BUILD SUCCESSFUL in 1s
2 actionable tasks: 2 executed
```