CS1073 FR03B Assignment #3

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Question I:

a.) Source code:

```
/**
@author Daniyal Khan 3765942
* /
import java.util.Scanner;
public class Luna {
     public static void main(String[] args) {
          Scanner scan = new Scanner(System.in);
          String userInput;
          // Initial Question 1
          System.out.println("Is there an animal in the yard?");
          userInput = scan.nextLine();
          if(userInput.equalsIgnoreCase("Yes")) {
               System.out.println("Is it moving?"); // Question
2
               userInput = scan.nextLine();
               if(userInput.equalsIgnoreCase("Yes")) {
                    System.out.println("Is it smaller than
me?"); // Question 3
                    userInput = scan.nextLine();
                    if(userInput.equalsIgnoreCase("Yes")) {
                         System.out.println("Is she Prof.Bidlake
in an online meeting?"); // Question 4
                         userInput = scan.nextLine();
                         if(userInput.equalsIgnoreCase("Yes")) {
                              System.out.println("Bark");
                         }
                         else if
(userInput.equalsIgnoreCase("No")) {
                              System.out.println("Don't bark");
                         }
                    }
                    else if (userInput.equalsIgnoreCase("No")) {
                         System.out.println("Bark");
                    }
```

b.) Output:

```
daniyal@Daniyals-MBP Assignment3 % java Luna
Is there an animal in the yard?
Yes
Is it moving?
Yes
Is it smaller than me?
Yes
Is she Prof.Bidlake in an online meeting?
Yes
Bark
daniyal@Daniyals-MBP Assignment3 %
```









Question II:

c.) Source code:

```
/**
This class represents a triangle shape using 3 points.
@author Natalie Webber
@author Daniyal Khan 3765942
* /
public class Triangle {
     private CartesianPoint pointA;
    private CartesianPoint pointB;
    private CartesianPoint pointC;
    public Triangle (double x1, double y1,
                     double x2, double y2,
                     double x3, double y3) {
          pointA = new CartesianPoint (x1, y1);
         pointB = new CartesianPoint (x2, y2);
         pointC = new CartesianPoint (x3, y3);
   }
     public Triangle (CartesianPoint p1,
                     CartesianPoint p2,
                     CartesianPoint p3) {
          pointA = p1;
          pointB = p2;
          pointC = p3;
     }
     /**
     This method returns the perimeter of a triangle
     @return The perimeter of the triangle
     * /
     public double getPerimeter() {
          return pointA.distance(pointB) +
pointB.distance(pointC) + pointC.distance(pointA);
    }
    This method tells if a triangle is equilateral or not
```

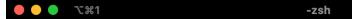
```
@return True if the triangle is an equilateral and false if
not
    * /
    public boolean isEquilateral() {
     double distanceAb = pointA.distance(pointB);
          double distanceBc = pointB.distance(pointC);
          double distanceCa = pointC.distance(pointA);
          double tolerance = 1e-14;
     if ((Math.abs(distanceAb-distanceBc) < tolerance)</pre>
          && Math.abs(distanceBc-distanceCa) < tolerance) {
          return true;
     }
     return false;
     /**
    This method tells if a triangle is right-angled or not
    @return True if the triangle is right-angled and false if
not
    * /
     public boolean isRight() {
          double distanceAb = pointA.distance(pointB);
          double distanceBc = pointB.distance(pointC);
          double distanceCa = pointC.distance(pointA);
          double tolerance = 1e-14;
          double sqDistanceAb = distanceAb * distanceAb;
     double sqDistanceBc = distanceBc * distanceBc;
          double sqDistanceCa = distanceCa * distanceCa;
          if (Math.abs(sqDistanceAb + sqDistanceBc -
sqDistanceCa) < tolerance ||
               Math.abs(sqDistanceBc + sqDistanceCa -
sqDistanceAb) < tolerance ||
               Math.abs(sqDistanceCa + sqDistanceAb -
sqDistanceBc) < tolerance) {</pre>
               return true;
          }
          return false;
     }
}
```

d.) Source code for the driver:

```
/**
@author Daniyal Khan 3765942
* /
public class TestTriangle {
     public static void main(String[] args) {
          Triangle t1 = new Triangle(-0.5, 0.0, 0.5, 0.0, 0.0,
Math.sqrt(3)/2);
          Triangle t2 = new Triangle (0.0, 0.0, 1.0, 0.0, 0.0,
1.0);
          if(t1.isEquilateral()) {
               System.out.println("The triangle t1 is a
equilateral triangle");
          else {
               System.out.println("The triangle t1 is not an
equilateral triangle");
          }
          if(t2.isRight()) {
               System.out.println("The triangle t2 is a right
angle triangle");
          else {
               System.out.println("The triangle t2 is not a
right angle triangle");
     }
}
```

Output:

The triangle t1 is a equilateral triangle The triangle t2 is a right angle triangle



daniyal@Daniyals-MacBook-Pro Assignment3 % java TestTriangle The triangle t1 is a equilateral triangle The triangle t2 is a right angle triangle daniyal@Daniyals-MacBook-Pro Assignment3 %