

## Deliverables

Your project files should be submitted to Web-CAT by the due date and time specified. In order to avoid a late penalty for the project, you must submit your completed code files to Web-CAT by 11:59 p.m. on the due date. If you are unable to submit via Web-CAT, you should e-mail your project Java files in a zip file to your TA before the deadline.

Files to submit to Web-CAT:

- EvalExpression.java
- TicketDecoder.java

## Specifications

**Overview:** You will write two programs this week. The first will compute the value generated by a specified expression and the second will read data for a meal order and then interpret and print the formatted meal order information.

- **EvalExpression.java**

**Requirements:** Evaluate the expression in the formula below for a value  $x$  of type double which is read in from the keyboard, and save the result in a variable of the type double. You must use the `pow()`, `sqrt()`, and `abs()` methods of the `Math` class to perform the calculation. You may use a single assignment statement with a single expression, or you may break the expression into appropriate multiple assignment statements. The latter may be easier to debug if you are not getting the correct result.

$$result = \frac{(12.4x^6 - 1.2x^3) + \sqrt{|2.6x^5 - 6.8x + 7|}}{(x^4 + 9)}$$

Next, determine the number of characters (mostly digits) to the left and to the right of the decimal point in the unformatted result. [Hint: You should consider converting the type *double* result into a `String` using the static method `Double.toString(result)` and storing it into a `String` variable. Then, on this `String` variable invoke the `indexOf(".")` method from the `String` class to find the position of the period (i.e., decimal point) and the `length()` method to find the length of the `String`. Knowing the location of the decimal point and the length, you should be able to determine the number of digits on each side of the decimal point.]

Finally, the result should be printed using the class `java.text.DecimalFormat` so that to the right of the decimal there are at most four digits and to the left of the decimal each group of three digits is separated by a comma in the traditional way. Also, there should also be at least one digit on each side of the decimal (e.g., 0 should be printed as 0.0). Hint: Use the pattern `"#,###0.0###"` when you create your `DecimalFormat` object. However, make sure you know what this pattern means and how to modify and use it in the future.

**Design:** Several examples of input/output for the EvalExpression program are shown below.

Line #	Program output
1	Enter a value for x: 0
2	Result: 0.2939723678960656
3	# of characters to left of decimal point: 1
4	# of characters to right of decimal point: 16
5	Formatted Result: 0.294

Line #	Program output
1	Enter a value for x: 1.0
2	Result: 1.2873320053068151
3	# of characters to left of decimal point: 1
4	# of characters to right of decimal point: 16
5	Formatted Result: 1.2873

Line #	Program output
1	Enter a value for x: 100
2	Result: 123999.97845245346
3	# of characters to left of decimal point: 6
4	# of characters to right of decimal point: 11
5	Formatted Result: 123,999.9785

Line #	Program output
1	Enter a value for x: 98765.4321
2	Result: 1.2095717116595642E11
3	# of characters to left of decimal point: 1
4	# of characters to right of decimal point: 19
5	Formatted Result: 120,957,171,165.9564

When the characters to the right of the decimal in the unformatted result end with E followed by one or more digits (e.g., E11 indicates an exponent of 11), the 'E' should be included in the count of the characters to the right of the decimal point.

**Code:** In order to receive full credit for this assignment, you must use the appropriate Java API classes and method to do the calculation and formatting. It is recommended as a practice that you do not modify the input value once it is stored.

**Test:** You will be responsible for testing your program, and it is important to not rely only on the examples above. Assume that the amount entered can be any positive or negative floating-point number.

- **TicketDecoder.java**

**Requirements:** The purpose of this program is to accept coded football ticket information as input that includes the ticket price, discount, time, date, section, row, seat, followed by the description of the game. Note that the five digits for price and two digits for discount have an implied decimal point. The program should then print the ticket information including the actual cost, which is the price with discount applied. The last line of the ticket should contain a random "prize number" between 1 and 9999999 inclusive that should always be printed as seven digits (e.g., 1 should be printed as 0000001). The coded input is formatted as follows:

**0500020180009142019043121Auburn vs Kent State**

price [05000 has an implied decimal point before the last two digits for 50.00]  
 discount [20 has an implied decimal point for 0.20 representing a 20% discount]  
 time  
 date  
 section  
 row  
 seat  
 game description  
 (goes through last character on line)

Whitespace before or after the coded information should be disregarded (e.g., if the user enters spaces or tabs before or after the coded information, these should be disregarded). Your program will need to print the game description, the date and time, the section, row, and seat number, the ticket price, the discount, the actual cost, and a random prize number in the range 1 to 9999999. If the user enters a code that does not have at least 26 characters, then an error message should be printed. [The 26<sup>th</sup> character of the code is part of the game description.]

**Design:** Several examples of input/output for the program are shown below.

Line #	Program output
1	Enter your ticket code: 987654321
2	
3	Invalid Ticket Code.
4	Ticket code must have at least 26 characters.

Note that the ticket code entered below results in the indicated output except for the prize number which is random. When more than one item is shown on the same line (e.g., game, date, and time on line 3), there are three spaces between them (do not use the tab escape sequence \t).

Line #	Program output
1	Enter your ticket code: 0500000180009142019043121Auburn vs Kent State
2	
3	Game: Auburn vs Kent State    Date: 09/14/2019    Time: 18:00
4	Section: 04    Row: 31    Seat: 21
5	Price: \$50.00    Discount: 0%    Cost: \$50.00
6	Prize Number: 4997613

Note that the ticket code entered below includes a 20% discount.

Line #	Program output
1	Enter your ticket code: 0500020180009142019043121Auburn vs Kent State
2	
3	Game: Auburn vs Kent State Date: 09/14/2019 Time: 18:00
4	Section: 04 Row: 31 Seat: 21
5	Price: \$50.00 Discount: 20% Cost: \$40.00
6	Prize Number: 6934865

Note that the ticket code below has four leading spaces (be sure you are trimming the input code). It also includes a 70% discount.

Line #	Program output
1	Enter your ticket code: 0500070180009142019043121Auburn vs Kent State
2	
3	Game: Auburn vs Kent State Date: 09/14/2019 Time: 18:00
4	Section: 04 Row: 31 Seat: 21
5	Price: \$50.00 Discount: 70% Cost: \$15.00
6	Prize Number: 2429840

**Code:** In order to receive full credit for this assignment, you must use the appropriate Java API classes and methods to trim the input string, to extract the substrings, conversion of substrings of digits to numeric values as appropriate, and formatting. These include the String methods trim, and substring, as well as wrapper class methods such Double.parseDouble which can be used to convert a String of digits into a numeric value for price and discount. The dollar amounts should be formatted so that both small and large amounts are displayed properly, and the prize number should be formatted so that seven digits are displayed including leading zeroes, if needed, as shown in the examples above. It is recommended as a practice that you not modify input values once they are stored.

**Test:** You are responsible for testing your program, and it is important to not rely only on the examples above. Remember, when entering standard input in the Run I/O window, you can use the up-arrow on the keyboard to get the previous values you have entered. This will avoid having to retype the ticket info data each time you run your program.

## Grading

**Web-CAT Submission:** You must submit both “completed” programs to Web-CAT at the same time. Prior to submitting, be sure that your programs are working correctly and that they have passed Checkstyle. **If you do not submit both programs at once, Web-CAT will not be able to compile and run its test files with your programs which means the submission will receive zero points for correctness.** I recommend that you create a jGRASP project and add the two files. Then you will be able to submit the project to Web-CAT from jGRASP. Activity 1 (pages 5 and 6) describes how to create a jGRASP project containing both of your files.

## Hints

### TicketDecoder.java

1. The ticket code should be read in all at once and stored in a variable of type String, after which the individual values should be extracted using the substring method. The String value for price and discount should be converted to type double (using Double.parseDouble) so that it can be used to calculate cost. When printing the values for price, discount, cost, and prize number, they should be formatted properly by creating an appropriate DecimalFormat (see patterns below) object and calling its format method.

To format price and cost, use the pattern "\$#,##0.00" when you create your DecimalFormat object.

To format discount, use the pattern "0%" when you create your DecimalFormat object.

For prize number, use the pattern "0000000" when you create your DecimalFormat object.

2. Since all items in the ticket code other than the price and discount will not be used in arithmetic expressions, they can and should be left as type String.
3. The time and date should have leading zeros as appropriate. Therefore, these can be printed as String values by concatenating their components with ":" and "/" as needed.

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