

Computer Science 2A
Practical Assignment 01
Assignment date:
Deadline

Marks: 80

2024-02-20 2024-02-27 12h00

This practical assignment must be uploaded to eve.uj.ac.za <u>before</u> 2024-02-27 12h00. Late¹ or incorrect submissions <u>will not be accepted</u>, and will therefore not be marked. You are **not allowed to collaborate** with any other student.

Good coding practices include a proper coding convention and a good use of documentation. Marks will be deducted if these are not present. Every submission **must** include a batch file unless stated otherwise.

The **reminder page** includes details for submission. Please ensure that **ALL** submissions follow the guidelines. The reminder page can be found on the last page of this practical.

This practical aims to familiarise you with the differences and similarity of **C++** and **Java**.

Under additional files is a **C++** program (*reverse-cpp.zip*). Convert the **TextStore** and **TestReverse** classes, and create a **Main** class. The *main* method, and only the **main** method, must be placed in the **Main** class. Test your Java application against the **C++** version to see if performs the same.

Place the relevant classes into the acsse.csc2a package².

Hints

The **String** class has the following useful methods:

- toCharArray(): creates a char[] from a String instance.
- charAt(int index): get a character at a specific index in the String.

Create a UML class diagram that contains the relevant classes

Bonus

Submit the bonus project as a separate zipfile with the practical number as P01_B. Failure to do so will result in issues with marking the normal practical and lead to a loss of marks!

Create a batch file for compiling the **C++** (**build-cpp.bat**) in the source folder, making sure the **EXE** is in the bin folder and then subsequently run the resulting **EXE**.

¹Alternate arrangements for exceptional circumstances will been posted on eve.

²Hint: The **Main** class does not need to be in a package

Mark Sheet

1.	UML class diagram	[05]
2.	TextStore	
	(a) Constructors (2 marks each)	[06]
	(b) Instance variables (1 mark each)	[03]
	(c) Methods (1 mark each)	[04]
3.	TextReverse - transform method	[05]
4.	Main	
	(a) Input from user.	[02]
	(b) Reverse text and display.	[02]
5.	Coding convention (structure, layout, OO design).	[05]
6.	Commenting (normal and JavaDoc commenting).	[05]
7.	Correct execution.	[43]
8.	C++ batch file	[10 (bonus)]
	Total	[80]

NB

Submissions which **do not compile** will be capped at 40%!

Practical marks are awarded subject to the student's ability to explain the concepts and decisions made in preparing the practical assignment solution. (Inability to explain code = inability to be given marks.)

Execution marks are awarded for a correctly functioning application and not for having related code.

Reminder

Your submission must follow the naming convention below.

SURNAME INITIALS STUDENTNUMBER SUBJECTCODE YEAR PRACTICALNUMBER

Example

Surname	Berners-Lee	Module Code	CSC02A2
Initials	TJ	Current Year	2024
Student number	209912345	Practical number	P01

Berners-Lee_TJ_209912345_CSC02A2_2024_P01

Your submission must include the following folders:

Folder	State	Purpose
bin	Required	Should be empty at submission but will contain runnable binaries when
DIII		your submission is compiled.
docs	Required	Contains the batch file to compile your solution, UML diagrams, and any
		additional documentation files. All files must be in PDF format. Your details
		must be included at the top of any PDF files submitted. Do not include
		generated JavaDoc.
src	Required	Contains all relevant source code. Source code must be places in relevant
31 C		sub-packages! Your details must be included at the top of the source code.
data	Optional	Contains all data files needed to run your solution.
lib	Optional	Contains all libraries needed to compile and run your solution.

NB

Every submission **must** include a batch file that contains commands which will:

- Compile your Java application source code.
- Compile the associated application JavaDoc.
- Run the application.

Do not include generated JavaDoc in your submission. All of the classes/methods which were created/updated need to have JavaDoc comments.

Multiple uploads

Note that only **one** submission is marked. If you already have submitted once and want to upload a newer version then submit a newer file with the same name as the uploaded file in order to overwrite it.