Work on this assignment by yourself.

Write the code for the assignment below and upload the zipped project folder to the learning hub (learn.bcit.ca \rightarrow Activities \rightarrow Assignments \rightarrow Assignment 2) before the deadline (a few days before lesson 12).

Assignment 2 tests everything we have learned from lessons 7 to 11: unit testing, GUI, streams/filters, design patterns, and concurrency.

Include your full name at the top of each file, using a Javadoc comment: for example:

```
/** @author Tiger Woods */
```

Do not use magic numbers in your code. Use all of the best practices we have used in class.

Create a Main class with the main() method which shows a menu of options for the user to choose from. It shows the following screen and calls the chosen method as listed; then the menu appears again...repeat until the user types 6 to quit:

```
Type 1 for GUI

// displays CountryList's window

// calls CountryProcessor class's processCountries() method

Type 3 for Design Patterns

Type 4 for Concurrency

Type 5 to Quit

// calls CountryProcessor class's processCountries() method

// calls Tester class's test() method

// calls concurrentMain() from your class (see below)

// ends the program (do not call System.exit(); just end the menu loop)
```

Lesson 7: Unit Testing

Create a proper JUnit test named **PersonTest** that replaces (but does the same job as) the testPerson() test from the **Assignment1Tester.java** file. Recall that the testPerson() method provided by your instructor for assignment 1 was <u>not</u> a proper JUnit test...it was just an informal type of test. Test everything that assignment1's testPerson method did. Include your Person class (or even the sample solution's Person class) with assignment 2 so that when your instructor runs your new PersonTest unit test, the Person class passes all your tests.

Lesson 8: GUI

In a class called **CountryList**, displays <u>all</u> countries and their capitals in a JList (e.g. Canada: Ottawa), in alphabetical order by country name. Use the data from the **countries-and-capitals.txt** file. When the user closes the window, show the Main.main() menu.

Lesson 9: Streams and Filters

In a class called **CountryProcessor**, create a function named **processCountries()** that calls all eight of the following functions which you will write. Use the data from the **countries-and-capitals.txt** file. Create a HashMap instance variable with country name as key, and its capital city name as value (e.g. "**Canada**": "**Ottawa**"). Use <u>streams and filters</u> to create the following functions which do exactly what they say. In all cases, before printing, collect the result into a java collection or local variable (e.g. List, String, Integer, etc...):

- printLongestCapitalCity()
- printShortestCountryName()
- 3. printAllCountriesStartingWith(String substring)

- 4. printLongestCombination() // longest combination of country name plus capital city name
- 5. printHowManyCharactersInCountries() // total number of characters in all the country names put together
- 6. printCapitalsWithThisManyLetters(int min, int max) // e.g. all capitals between 5 and 8 letters inclusive
- 7. printAllCountriesThatDoNotEndWith(char letter)
- 8. printAllCountriesThatContainLetterIntoASingleStringNoSpaces(char letter) // e.g. containing 'a': "CanadaChadArgentinaNewZealandAustralia..."

Lesson 10: Design Patterns

Create a class named **Tester**, with a method named **test()**. Read the notes provided by your instructor (Singleton), your team, and the other teams (Adapter, Command, Observer) and make the following five very-small classes:

- a) Singleton: Make a **PrimeMinister** class. There can only be one Prime Minister object at a time, so it must implement the Singleton design pattern. The **Tester.test()** method must try to create four PrimeMinister objects, yet the Singleton will create only one; the others will simply be references to the first. **Tester.test()** must print all four objects to show they all actually reside at the same memory address.
- b) Adapter: Literally implement the code at https://www.baeldung.com/java-adapter-pattern. The **Tester.test()** method will show that your **BugattiVeyron** converts MPH to KMPH by calling its **getSpeed()** method and showing it's within 0.00001 of 431.30312 KMPH when its speed is set to 268 MPH.
- c) Command: Literally implement the code at https://www.baeldung.com/java-command-pattern. You may choose OOP or functional (i.e. sections 2 or 3 in the code there). Your **Tester.test()** will run the code listed on this website's main() method.
- d) Observer: Literally implement the code in steps 1 and 2 at https://www.baeldung.com/java-observer-pattern.

 Tester.test() will run the code at the end of step 2.

Lesson 11: Concurrency

Implement any one of the code samples at https://www.zghurskyi.com/concurrent-sum-of-numbers/. Instead of putting their main() method code into main(), rename the method "concurrentMain()" and call it from the menu when the user chooses Type 4 for Concurrency.

Zip your project folders and upload the zip file before the due date. The zip file must include the following files:

countries.txt (unmodified) countries-and-capitals.txt (unmodified)

Main.java (with main() method)

Person.java (yours or even your instructor's, from assignment 1)

PersonTest.java (with testPerson() unit test)

CountryList.java

CountryProcessor.java (with processCountries() and 8 other functions)

Tester.java (with test() method) which also uses these four classes:

- PrimeMinister.java
- BugattiVeyron and related interfaces/classes
- TextFileOperation interface and related interfaces/classes
- NewsAgency class and related classes

DivideAndConquerSum.java (with concurrentMain() method, plus all the methods you chose from the site)