



# BridgeLabz

Employability Delivered

Line  
Comparison  
Problem



# Outcome

1. Ability to work with Java Programming Constructs
2. Ability to work with basic git flows.



# GIT Flow Expectations

- Create Repo for Shell Scripts
- Add and Commit Files
- Follow Message Hygiene
- During Commit specify Add or Refactor in the message beginning
- Create Branch
- Push to Remote Master and Branch
- Merge and Resolve Conflicts
- Ability to look into History of Files
- Comfortable with Git Commands

# Java Programming Expectations

- Use of Java Programming Constructs
- Use of proper names for the File Names, Variables and Constants
- Use of Proper Indentations
- Avoiding Printing to standard terminal instead use debug
- No Commented Codes
- Follow DRY Principle – Do not Repeat Yourself
- Comfortable with Debug Execution Threads



# Rules

- Start with Welcome message in the Main Branch
- Every Use Case (UC) in the Corresponding UC Branch
- For e.g. UC-1 Branch Name – EmployeeAttendanceUC
- Follow Programming Hygiene and DRY principle
- Testing the Program before pushing to Remote
- On Completion of every UC, do the following
  - Merge Local Branch with Local Master
  - Push to Remote Branch
  - Merge Local Master with Local Branch
  - Push Local Master to Remote Master



**START**

Start with Displaying  
Welcome to Line  
Comparison Computation  
Program on Master Branch



**UC 1**

As a fan of geometry, I want to model a line based on a point consisting of (x, y) co-ordinates using the Cartesian system, So that I can calculate its length.

- A Length as 2 Points (x1, y1) and (x2, y2)
- Length of a Line =  $\sqrt{(x2 - x1)^2 + (y2 - y1)^2}$



**UC 2**

As a fan of geometry, I want to check equality of two lines based on the end points, So that I know when two lines are the equal.

- Using Java equals method to check equality of 2 Lengths is preferable.





**UC 3**

As a fan of geometry, I want to compare two lines based on the end points, So that I know one line is equal, greater or less than the other line.

- Using Java compareTo method to compare 2 Lengths is preferable.



**UC 4**

Use Java Object Oriented Programming Concepts of Line and Point as well as equals and compareTo methods.

- Using Java compareTo method to compare 2 Lengths is preferable.



# BridgeLabz

Employability Delivered

Thank  
You