COIS 2240 Assignment 1

Question 1 Git repository:

- 1- Go to the repository at https://github.com/omalam/COIS2240Assignment1.git and and click Fork. Go to the new repository that GitHub will have created in your account, which will look like <a href="https://github.com/<yourname>/COIS2240Assignment1">https://github.com/<yourname>/COIS2240Assignment1 and click "Clone or Download" and copy URI. In terminal, clone the repository whose URI you just copied.
- 2- Create a branch using the command line and name it your name. The branch name should be YourFirstNameYourLastName. For example, I can create a branch with my name *OmarAlam*. You should use the command *\$ git branch YourFirstNameYourLastNameBranch* for this.
- 3- Checkout your branch using the command \$ git checkout YourFirstNameYourLastNameBranch
- 4- Add an empty text file to your branch using the command \$ git add YourFirstNameYourLastName.txt
- 5- Commit the file in the previous using the command \$ git commit -m"My file for Question 1" YourFirstNameYourLastName.txt
- 6- Push your branch to the remote repository using the command \$ git push -u origin YourFirstNameYourLastNameBranch

Take screenshot showing that you executed the commands successfully.

Question 2: (a) An organization has three categories of employee: professional staff, technical staff and support staff. The organization also has departments. Each employee belongs to a department.

(b) An employee can work on any number of projects and a project can be assigned to any number of employees. However, the employee has a position (role) in the project. The position has a description.

Solve this problem with and without using an association class. Employees and Projects should have names.

Draw a class diagrams that captures the above scenarios. You may use any UML drawing tool. There are online UML drawing tools such as draw.io

Question 3:

Problem Description:

Design a class named <u>Triangle</u> that extends <u>GeometricObject</u>. The class contains:

- Three <u>double</u> data fields named <u>side1</u>, <u>side2</u>, and <u>side3</u> with default values <u>1.0</u> to denote three sides of the triangle.
- A constructor that creates a triangle with the specified side1, side2, and side3.
- The get and set methods for all three data fields.
- A method named getArea() that returns the area of this triangle.
- A method named <u>getPerimeter()</u> that returns the perimeter of this triangle.
- A method named <u>toString()</u> that returns a string description for the triangle. The <u>toString()</u> method is implemented as follows:

Coding:

```
public class Assignment1 {
 public static void main(String[] args) {
    Triangle triangle = new Triangle(1, 1.5, 1);
    triangle.setColor("yellow");
    triangle.setFilled(true);
    System.out.println(triangle);
    System.out.println("The area is " + triangle.getArea());
    System.out.println("The perimeter is "
     + triangle.getPerimeter());
    System.out.println(triangle);
  }
}
public abstract class GeometricObject {
 private String color = "white";
 private boolean filled;
 private java.util.Date dateCreated;
```

```
/** Construct a default geometric object */
  protected GeometricObject() {
    dateCreated = new java.util.Date();
  /** Construct a geometric object with color and filled value */
 protected GeometricObject(String color, boolean filled) {
    dateCreated = new java.util.Date();
    this.color = color;
   this.filled = filled;
  /** Return color */
 public String getColor() {
   return color;
  /** Set a new color */
 public void setColor(String color) {
   this.color = color;
  /** Return filled. Since filled is boolean,
  * the get method is named isFilled */
 public boolean isFilled() {
   return filled;
  }
  /** Set a new filled */
  public void setFilled(boolean filled) {
   this.filled = filled;
  /** Get dateCreated */
 public java.util.Date getDateCreated() {
   return dateCreated;
  }
  @Override
 public String toString() {
    return "created on " + dateCreated + "\ncolor: " + color +
     " and filled: " + filled;
  /** Abstract method getArea */
 public abstract double getArea();
  /** Abstract method getPerimeter */
 public abstract double getPerimeter();
class Triangle extends GeometricObject {
 // Implement it
```

Submit the following items:

- 1. Implement the class Triangle.
- 2. Run the test program that creates a <u>Triangle</u> object with sides <u>1</u>, 1.5, <u>1</u>, colour <u>yellow</u> and <u>filled true</u>, and displays the area, perimeter, colour, and whether filled or not.
- 3. Compile, Run, and take a screenshot of the output and submit to Blackboard (you must submit the program regardless whether it complete or incomplete, correct or incorrect).