
Due Sep 6, 2022 by 11:59pm **Points** 100



M3: Activity 3

COMP 1210: Fundamentals of Computing I

Instructions

The goal of this activity is to create a program that exchanges letters in a String to encode a message. By the end of the activity you should be able to do the following:

- Understand how to instantiate an object using the **new** operator.
- Use the Java standard library (the Java API) to look up a class.
- Use the String class and the Scanner class.
- Construct a viewer canvas and run your program in the canvas.

General Requirements

- **Academic Honesty** - When you submit to Web-CAT, you are certifying that the work on this assignment is your own.
- **Activity (max of 10 submits) assignment** - You must submit your files to the Activity (max of 10 submits) assignment in Web-CAT, which grades your files and provides feedback on issues that caused you to lose points. Note that your activity grade will appear in Canvas immediately.
- **What to submit** - You must submit all files for the assignment at the same time to Web-CAT. If you do not submit all files together, Web-CAT will not be able to compile your files with its test files, and the submission will likely receive zero points for correctness.
- **How to Submit** - Submit your files to Web-CAT by clicking Web-CAT button on the jGRASP toolbar and selecting the appropriate assignment. Note that if your files are in a jGRASP Project, the Web-CAT button will be on the Open Projects toolbar. You have 10 attempts to submit, but strive to achieve a perfect score on the first submission. If you are unable to submit to Web-CAT via jGRASP, you should upload a zip file containing your files directly to Web-CAT prior to the assignment deadline. If you are unable to submit to Web-CAT directly or via jGRASP, you should email a zip file containing your files to your

TA prior to the assignment deadline.

- **Grading** - This assignment will be graded based on the specifications for functionality, style, and documentation. Be sure that your files pass the Checkstyle audit available in jGRASP in order to earn all of the style points.

Resources

Download these instructions to complete your activity for this module:

- **Activity instructions** (<https://auburn.instructure.com/courses/1426013/files/201031144?wrap=1>)
↓ (https://auburn.instructure.com/courses/1426013/files/201031144/download?download_frd=1)

