
ECE20016 Java: Chapter02 extra homework

Due - Midnight Saturday, March 15, 2014 - 2.0 Points

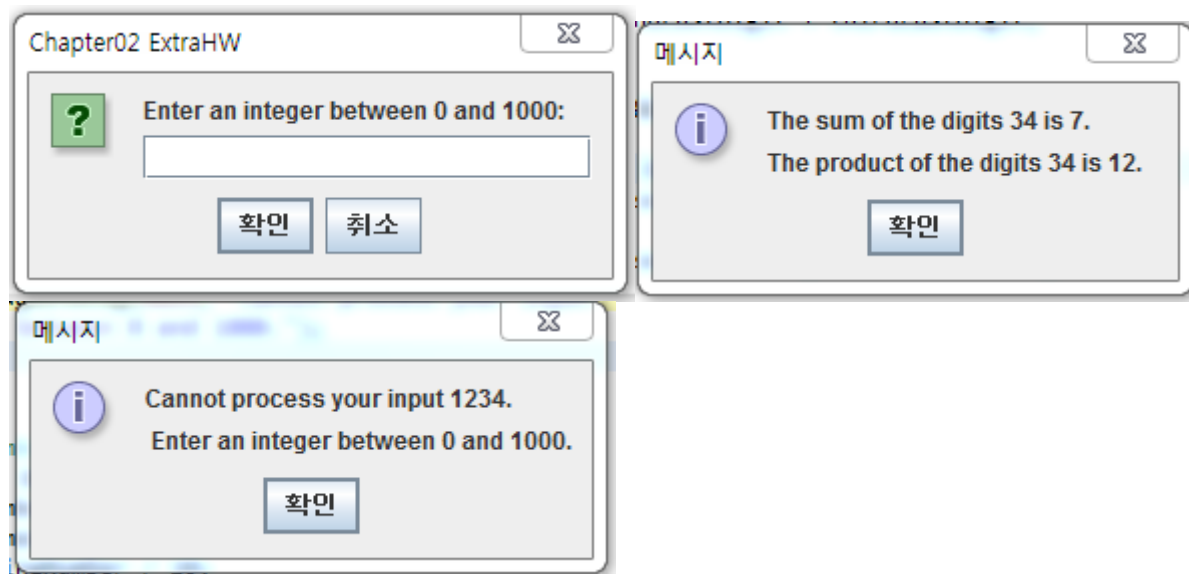
This homework assignment is meant to make sure you learn how to **debug** simple Java programs in your IDE environment. This is an individual assignment; you may not share code with other students.

Chapter02 extra homework– Multiplying the digits in an integer

I expect that you have installed Checkstyle plugin in Eclipse according to the class hand-out (Eclipse-plugin) which is available through the **Piazza**. Just like the SumDigits in Exercise 2.6, the MultiplyDigits program that reads in an integer between 0 and 1000 from the user and multiply all the digits in the integer. For example, if an integer is 234, the product of all digits is 24. At this time, you should not add any `println()` or such a kind statement in the program.

To receive credit for this problem, you must follow these directions if you can:

1. Your program should compile and run at least for any credit.
2. Don't add any `println()` or such kind in your program.
3. Your java file name must be in a file called **MultiplyDigitsStudentID.java**. **StudentID** in the java file name should be your real student number. Don't use any package name as in Eclipse.
4. Resolve warnings or errors given by Checkstyle wherever possible.
5. Here is a sample of the input, output, message for invalid input expected as shown below;
In case of “취소”, you may simply invoke “return”;
6. **Hint:** Solutions for even numbered exercises are available from the author's web site. This program may be implemented by adding a few extra lines of coding in Exercise 2.6.



Submitting or posting your solution

Warning: make sure your code **compiles** and **runs** right before you submit it. Every semester, we get dozens of submissions that don't even compile. Don't make "a tiny last-minute change" and assume your code still compiles. You will not receive sympathy for code that "almost" works.

If you only manage to work out the homework problem partially before the deadline, you still need to turn it in. However, don't turn it in if it does not compile and run.

In this semester, I am trying to use the **Piazza** instead of the good ole home-made Hisnet. The Piazza is well known bulletin board service used recently in many universities including Harvard, Yale, Princeton, MIT, and so on. Maybe you are the first students who use the Piazza among universities in Korea. Post

your source file (**MultiplyDigitsStudentNumber.java**) to me personally, not to open to everyone, in Piazza. Your feedback on your homework may be given to you through Piazza. Even if we have not used this kind of process before, let's give us a trial. If it does not work well, you may go back to good ole stuff^^.

After submitting, if you realize one of your programs is flawed, you may fix it and submit again as long as it is **before the deadline**. You will have to resubmit any related files together, even if you only change one. You may submit as often as you like. **Only the last version** you submit before the deadline will be graded. This will be the standard procedure for submitting future homework and projects as well.

Programming homework/project grading (Off-line)

Programming homework/project will usually be graded as shown below. That is a guideline but not an absolute.

When you don't have a report to write, then

- 70%±10% Program output and **correctness**.
If your program does not compile, you get a zero here.
- 30%±10% Program **quality**. Efficiency of your program. How well your program is organized, is comments appropriate, code quality design done to promote correctness.

When you have a report to write, then

- 20%±10% **Report**
- 60%±10% Program output and **correctness**.
If your program does not compile, you get a zero here.
- 20%±10% Program **quality**. Efficiency of your program. How well your program is organized, is comments appropriate, code quality design done to promote correctness.