







Problem 1. (*Comparable Six-sided Die*) Implement a comparable data type `Die` in `Die.java` that represents a six-sided die and supports the following API:

method	description
<code>Die()</code>	construct a die
<code>void roll()</code>	roll the die
<code>int value()</code>	face value of the die
<code>boolean equals(Die that)</code>	does the die have the same face value as <i>that</i> ?
<code>int compareTo(Die that)</code>	the signed difference between the face values of this die and <i>that</i> a string representation of the current face value of the die, ie,
<code>String toString()</code>	 ,  ,  ,  ,  , or 

```
$ java Die 5 3 3
*   *
*   *
*   *
false
true
2
0
```

Problem 2. (*US Phone Number*) Implement an immutable data type `PhoneNumber` in `PhoneNumber.java` that represents a US phone number, and supports the following API:

method	description
<code>PhoneNumber(int area, int exch, int ext)</code>	construct a phone number given the area code, exchange, and extension
<code>boolean equals(PhoneNumber that)</code>	is the phone number same as <i>that</i> ?
<code>String toString()</code>	a string representation of the phone number, in "(area) exch-ext" format (use <code>String.format()</code>)

```
$ java PhoneNumber
(609) 258-4455
(609) 876-5309
(609) 003-5309
(215) 876-5309
(609) 876-5309
true
false
true
true
```

Problem 3. (*Comparable Geo Location*) Implement an immutable data type `Location` in `Location.java` that represents a location on Earth and supports the following API:

method	description
<code>Location(String loc, double lat, double lon)</code>	construct a new location given its name, latitude, and longitude values
<code>double distanceTo(Location that)</code>	the great-circle distance [†] between this location and <i>that</i>
<code>boolean equals(Location that)</code>	is this location the same as <i>that</i> ?
<code>int compareTo(Location that)</code>	-1, 0, or 1 depending on whether the distance of this location to the origin is less than, equal to, or greater than the distance of <i>that</i> location to the origin, where the origin is the center of the universe, ie, UMass Boston (42.3134, -71.0384)
<code>String toString()</code>	a string representation of the location, in " <code>loc (lat, lon)</code> " format

[†] See Problem 4 of Homework 1 for formula

```
$ java Location 5 40.6769 117.2319
Chichen Itza (Mexico) (20.6829, -88.5686)
Christ the Redeemer (Brazil) (22.9519, -43.2106)
Machu Picchu (Peru) (-13.1633, -72.5456)
The Colosseum (Italy) (41.8902, 12.4923)
Petra (Jordan) (30.3286, 35.4419)
The Great Wall of China (China) (40.6769, 117.2319)
Taj Mahal (India) (27.175, 78.0419)
true
```

Problem 4. (*Comparable 3D Point*) Implement an immutable data type `Point3D` in `Point3D.java` that represents a point in 3D and supports the following API:

method/class	description
<code>Point3D(double x, double y, double z)</code>	construct a point in 3D given its coordinates
<code>double distance(Point3D that)</code>	the Euclidean distance [†] between this point and <i>that</i> -1, 0, or 1 depending on whether this point's Euclidean distance to the origin is less than, equal to, or greater than <i>that</i> point's Euclidean distance to the origin, where the origin is (0,0,0)
<code>int compareTo(Point3D that)</code>	a comparator for comparing points based on their <i>x</i> -coordinates
<code>static class XOrder</code>	a comparator for comparing points based on their <i>y</i> -coordinates
<code>static class YOrder</code>	a comparator for comparing points based on their <i>z</i> -coordinates
<code>static class ZOrder</code>	a string representation of the point, in "(x, y, z)" format
<code>String toString()</code>	

[†] The Euclidean distance between the points (x_1, y_1, z_1) and (x_2, y_2, z_2) is given by $\sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$

```
$ java Point3D
5
-3 1 6
0 5 8
-5 -7 -3
-2 4 7
-6 8 6
(-3.0, 1.0, 6.0)
(0.0, 5.0, 8.0)
(-5.0, -7.0, -3.0)
(-2.0, 4.0, 7.0)
(-6.0, 8.0, 6.0)
(-3.0, 1.0, 6.0)
(-2.0, 4.0, 7.0)
(-5.0, -7.0, -3.0)
(0.0, 5.0, 8.0)
(-6.0, 8.0, 6.0)
(-6.0, 8.0, 6.0)
(-5.0, -7.0, -3.0)
(-3.0, 1.0, 6.0)
(-2.0, 4.0, 7.0)
(0.0, 5.0, 8.0)
(-5.0, -7.0, -3.0)
(-3.0, 1.0, 6.0)
(-2.0, 4.0, 7.0)
(0.0, 5.0, 8.0)
(-6.0, 8.0, 6.0)
(-5.0, -7.0, -3.0)
(-3.0, 1.0, 6.0)
(-6.0, 8.0, 6.0)
(-2.0, 4.0, 7.0)
(0.0, 5.0, 8.0)
```

Problem 5. (*Rational Number*) Implement a data type `Rational` in `Rational.java` that represents a rational number, ie, a number of the form a/b where a and $b \neq 0$ are integers. The data type must support the following API:

method	description
<code>Rational(long x)</code>	construct a rational number whose numerator is the given number and denominator is 1
<code>Rational(long x, long y)</code>	construct a rational number given its numerator and denominator [†]
<code>Rational add(Rational that)</code>	the sum of this and <i>that</i> rational number
<code>Rational multiply(Rational that)</code>	the product of this and <i>that</i> rational number
<code>String toString()</code>	a string representation of the rational number

[†] Use the private method `gcd()` to ensure that the numerator and denominator never have any common factors. For example, the rational number 2/4 must be represented as 1/2.

```
$ java Rational 10
1023/512
```

Problem 6. (*Iterable Binary Strings*) Implement an immutable, iterable data type `BinaryStrings` in `BinaryStrings.java` to systematically iterate over length- n binary strings. The data type must support the following API:

method	description
<code>BinaryStrings(int n)</code>	construct an iterable <code>BinaryStrings</code> object given the length of binary strings needed
<code>Iterator<String> iterator()</code>	an iterator for binary strings of a given length

```
$ java BinaryStrings 4
0000
0001
0010
0011
0100
0101
0110
0111
1000
1001
1010
1011
1100
1101
1110
1111
```

Problem 7. (*Iterable Primes*) Implement an immutable, iterable data type `Primes` in `Primes.java` to systematically iterate over the first n primes. The data type must support the following API:

method	description
<code>Primes(int n)</code>	construct an iterable <code>Primes</code> object given the number of primes needed
<code>Iterator<Integer> iterator()</code>	an iterator for the given number of primes

```
$ java Primes 10
2
3
5
7
11
13
17
19
23
29
```

Files to Submit

1. Die.java
2. PhoneNumber.java
3. Location.java
4. Point3D.java
5. Rational.java
6. BinaryStrings.java
7. Primes.java

Before you submit:

- Make sure your programs meet the input and output specifications by running the following command on the terminal:

```
$ python run_tests.py -v [<problems>]
```

where the optional argument `<problems>` lists the problems (`Problem1`, `Problem2`, etc.) you want to test; all the problems are tested if no argument is given.

- Make sure your programs meet the style requirements by running the following command on the terminal:

```
$ check_style <program>
```

where `<program>` is the `.java` file whose style you want to check.