CH IV Domino Constructorpalooza Redux && Executable Preconditions COSC 2329 Component-Based Programming

Assigned: Wednesday, March 21, 2018 Due: Tuesday, March 27, 2018 11:59 PM

Late Deadline: Wednesday, March 28, 2018 11:59 PM

Assignment

Same general goal as Challenge III (Domino Constructorpalooza). In addition,

take test case feedback from Challenge I and fix your code

add in executable preconditions for each constructor

note that I might change the values of MINIMUM_PIP_COUNT and MAXIMUM_PIP_COUNT

Deliverables

A .zip file uploaded to Canvas that contains the following files (Look for "Domino" assignment or similar):

DominoHighLowImpl_LastName.java(e.g., DominoHighLowImpl_Kart.java)

DominoHighLowSetImpl_LastName.java (e.g., DominoHighLowSetImpl_Kart.java)

DominoLowDifferenceStringImpl_LastName.java (e.g., DominoLowDifferenceStringImpl_Kart.java)

> Any supporting Utils/classes/interfaces that you created (note that the filename suffix on these files must be _LastName)

Rules

- My test cases do not change based on your submission.
- USE THE PACKAGE 'dominoes' for all of your files!
- Use the Eclipse IDE
- Ensure that I, with only modest effort, can understand your code
- Ensure that the code is properly documented
- Ensure that the code is properly formatted
- Test your code! (What test cases can you think of?)
- What are the "middle-of-the-road" (i.e., "vanilla") test cases?
- What are the "corner" (i.e., "extreme") test cases?
- Test your code some more! (What other test cases can you think of?)
- Code that doesn't compile will not pass any tests and receive a score of 0.
- Ensure that your files follow the naming convention under Deliverables
- WARNING: This specification may be misleading or incomplete! Part of the assignment is to read the assignment early, think about it, and ask any clarifying questions!