

# CECS 220 Assignment #3

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This assignment required us to utilize various techniques in Java with a lot of emphasis being placed on Swing graphics.

Question one was very straight forward and was a good overall representation of the helpfulness of classes. Question two had us get our feet wet with Swing graphics as well as the concept of listeners. For question three took a slight step back and required us to edit the Die class to ensure that a valid number is required for the face value mutator. Question four was the most time consuming for me because it required me to research Swing graphics in order to properly use the layout and border utilities. Finally, question six was arguably the most interesting to me and I ended up doing a little more than required because I was having fun experimenting. I added the sun, grass, and a sky color to spice up the image a little bit.

[screenshots attached below]

```
Run RollingDice2
/usr/lib/jvm/java-8-oracle/bin/java ...
Rolling dice...
Value of die 1: 6
Value of die 2: 5
Sum: 11
Values of both die set to 6.
Sum: 12
All done!
```

**Fahrenheit to Celcius**

Enter temperature in Fahrenheit:

Temperature in Celsius: 100

```
Run DieTest
/usr/lib/jvm/java-8-oracle/bin/java ...
The die landed on 1.
Attempted to set the die value to 999... the value is still 1.
Attempted to set the die value to -999... the value is still 1.
```

**Text Statistics**

**Statistics**

Number of words:	6
Average word length:	4

```
vowelCounter
/usr/lib/jvm/java-8-oracle/bin/java ...
Enter a string: Hello world! My name is Alex. How are you?
Your string has 3 A(s), 4 E(s), 1 I(s), 4 O(s), 1 U(s), and 18 other consonants.
```

