Module 3 : Polymorphism, Event Handling, Internationalization

Assignment

edureka!

edureka!

Version 1.0

Assignment

1. If you have noticed class SearchHelper does not have a state but just a bunch of helper methods. What changes can you do to such classes? Make the relevant changes in the SearchHelper class.

2. Write an overloaded method in module3.MySearchHelper with the following signature: **public Integer [] search(Double [] list, Double number)** where the return type is an integer array containing the list of indexes where the **number** occurs.

3. There are 2 imports in **module3.TestEventSource** class

   import java.util.ArrayList;

   import java.util.Vector;

   Even though these classes are not used in the programme why is there a need to have these imports.

   [Hint: For a change, you don't need to look at the code, read the Javadoc comments]

4. A class scans a list of random numbers generated on the fly (using java.lang.Math.random() method). If the number in the 10000th decimal place is an even number then registered listeners would be notified about this event.

   Write a programme to achieve this.

   If you are able to complete this you can handle any type of custom event handling and you have also learnt Observer design pattern (which we will learn in the last module). [Solution in module3.randevent package]

5. Create a resource bundle with the keys being country name and values being their respective capitals in the *resource* folder. The locale should be for India with language code "en" and country code "IN".

6. Write a programme to load this resource bundle and print the country names along with their capitals. The names should be printed in the format: **The capital of <country> is <capital>.**