

# Assignment 3

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**Reminder:** Your code is to be designed and written by only you and not to be shared with anyone else. See the Course Outline for details explaining the policies on Academic Integrity. Submissions that violate the Academic Integrity policy will be forwarded directly to the Computer Science Academic Integrity Committee.

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## Objectives

- Introduction to arrays of objects
- More testing

## Introduction

This assignment requires you to implement and test static methods in `MovieArrayOperations.java`

In this assignment you are provided with a tester. While this tester includes many test cases, it is **INTENTIONALLY** not a comprehensive set of tests. You should add your own tests to test cases not considered.

**NOTE:** The auto grading of your assignment may include different and additional tests.

## Getting Started

1. Download `A3Tester.java` `Actor.java` `Movie.java` `MovieArrayOperations.java`
2. Read `A3Tester.java` and `MovieArrayOperations.java` carefully.
  - a. Compile and run the `A3Tester` program from the directory you downloaded the files to.  
**To compile:** `javac A3Tester.java`  
**To run:** `java A3Tester`
3. Implement each static method in `MovieArrayOperations.java`, by repeating the following:
  - a. Uncomment a test in the corresponding method in `A3Tester.java`
  - b. Add stubs for the methods in `MovieArrayOperations.java`  
NOTE: a stub is an empty method with only the signature and return value if there is one
  - c. Compile and run to ensure your tests and stubs are correct
  - d. Implement each method by completing the stub following the documentation
  - e. Compile and run (repeat steps d and e until all of your tests on the `MovieArrayOperations` class pass)
  - f. Add additional tests where needed, compile and run

## Submission and Grading

Submit the file named **MovieArrayOperations.java** with the completed methods through the assignment link in BrightSpace.

- You **must** name the methods in `MovieArrayOperations` as specified in the documentation and used in `A3Tester.java` or you will receive a **zero grade** as the tester will not compile.
- If you chose not to complete some of the methods required, you **must at least provide a stub for the incomplete method** in order for our tester to compile.
- If you submit files that do not compile with our tester (ie. an incorrect filename, missing method, etc) you will receive a **zero grade** for the assignment.
- Your code must **not** be written to specifically pass the test cases in the testers, instead, it must work on all valid inputs. We may change the input values when we run the tests and we will inspect your code for hard-coded solutions.
- **ALL late and incorrect** submissions will be given a **ZERO** grade.

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