Due before: 11:59 PM on Thu Nov 17 2022

CSE-271: Object-Oriented Programming

Homework #5: Media Mart

Phase #2: Thu Nov 17 2022 before 11:59 PM

Delayed (by no more than 24-hours) submissions earn only 80% credit Maximum Points: 25

Key objectives of this project are:

- Work with binary and text files
- Recap developing and working with a class hierarchy
- Review translating UML class diagrams to Java source code
- Review using JUnit testing
- Recap Java programming using an IDE like Eclipse
- Review and adhere to CSE department's Style guide
- Use Javadoc to document methods and their return values

Submission Instructions

This homework assignment must be turned-in electronically via Canvas CODE plug-in. Ensure your program compiles successfully, without any warnings or style errors. Ensure you have documented the methods. Ensure you have tested operations of your classes. Once you have tested your implementation, upload the following files:

• The 4 Java source files developed for this phase of the project.

General Note: Upload each file associated with homework (or lab exercises) individually.

Grading Rubric:

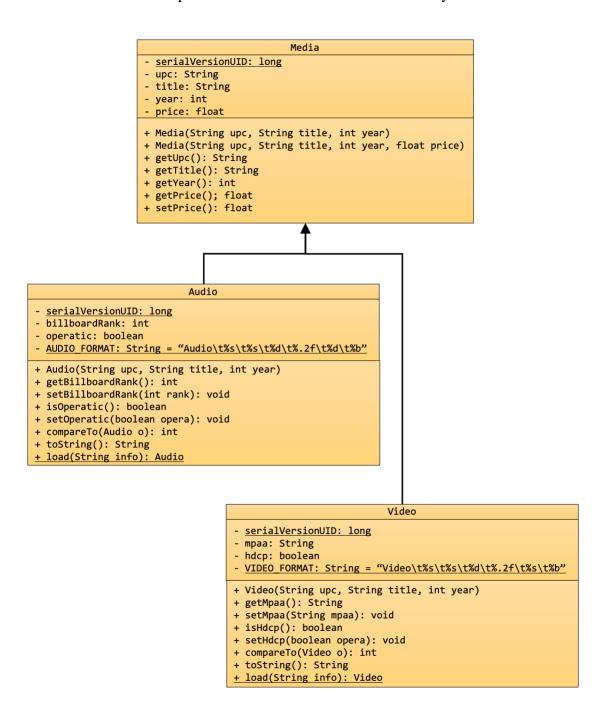


The source code submitted for this homework <u>must pass necessary base case</u> <u>test(s)</u> in order to qualify for earning any score at all. Programs that do not meet basic requirements or just skeleton code will be assigned zero score! Programs that do not compile, have even 1 method longer than 25 lines, or just some skeleton code will be assigned zero score.

- **NOTE:** <u>Violating CSE programming style guidelines is an error!</u> Your program should not have any style errors.
- Conciseness, Formatting & Documentation: 5 points Reserved for concise solution, good Javadoc, and formatting.
- **Points**: 4 points per class for Media, Audio, and Video 4×3=12 points total. MediaWarehouse: 8 points. **Total 20 points**.
- **Delayed submission: Only 80% points:** Submission delayed by no more than 24-hours will be accepted for a partial credit of maximum 80% of the points.

Project Overview:

An object-oriented solution is being developed for a media company that warehouses audio and video media item. Analyzing the user's requirements, a hierarchy of classes (see UML diagram below) have been designed. You are required to develop the Java source code corresponding to the class hierarchies and complete the MediaWarehouse software system.



Notes on classes and methods

- 1. Notes on interfaces implemented by the classes:
 - The Media class implements the Serializable interface only.
 - The Audio and Video classes implement both Serializable and Comparable interfaces.
 - The serialVersionUID is generated using Eclipse.
- 2. Notes on the constructors:
 - The constructors are straightforward and merely initialize instance variables using parameters.
- 3. Notes on the getter and setter methods
 - These are relatively straightforward.
- 4. Note the following toString output format:
 - For Audio and Video classes the String representation is generated using the format string AUDIO FORMAT and VIDEO FORMAT shown in the UML
- 5. Notes for the compareTo methods in Audio and Video classes:
 - Two Audio objects are compared using the following rules in the order specified:
 - o First, compare on billboardRank
 - o If billboardRank is the same, then compare based on price.
 - o If billboardRank and price are equal, then compare using title.
 - Two Video objects are compared using the following rules in the order specified:
 - o First, compare on mpaa rating
 - o If mpaa is the same, then compare based on price.
 - o If mpaa rating and price are equal, then compare using title.
- 6. Notes on Video.load and Audio.load methods:
 - The parameter info contains data for the corresponding media item exactly generated by the output from the toString method in the respective classes. For examples, see lines in 90s media.txt.
 - Use a Scanner to read data from the line. Ensure you the set the delimiter to tab (i.e., "\t") via the Scanner. useDelimiter method before reading the data.

Unit testing:

Once you have developed the above 3 classes, you should test them. You are given VideoTest.java and AudioTest.java unit tests to test the classes. Note: The tester used by CODE (on Canvas) performs similar tests.



See the Configuring Eclipse for Java programming page on Canvas for video on how to add JUnit4 to your Java project for running the supplied unit tests.

Implement methods in the MediaWarehouse.java

Starter code for the MediaWarehouse.java is given to you. The starter code includes Javadoc for each method. Use the Javadoc to suitably implement each method.



If you have questions or need clarifications you can post your questions on the Discussions (on Canvas) or talk to your TA or instructor.

Overall Functional Testing

Once you have implemented the necessary methods in all of the classes, you can use the supplied MediaMart, java program to test the overall functionality of your program. Sample inputs and expected outputs are shown below (user inputs are in green color):

Test #1: Loading media from a text file (Base case – this test must pass to earn any points for this project)

```
Welcome to Media Mart
 What would you like to do (9: Show menu): 1
 Enter path to media text or binary file: 90s media.txt
 9 new media items added.
 What would you like to do (9: Show menu): 2
 Currently loaded media:
Audio m_90_1 Hold On 1990 1.99 1 false
Audio m_90_2 Thunderstruck1990 1.75 39 false
Audio m_90_3 My Secret Passion 1990 1.85 -1 true

      Video
      10_90_1
      Prescription for Death
      1990
      0.99
      PG
      false

      Video
      10_91_1
      Confession
      1991
      0.99
      PG
      false

      Video
      10_92_1
      Skin Deep
      1992
      0.99
      PG
      false

      Video
      10_94_1
      Second Opinion
      1994
      0.99
      PG13
      true

      Video
      10_93_1
      Sweeps 1993
      0.99
      G
      false

      Video
      10_95_1
      Bitter Fruit
      1995
      0.99
      PG
      true

What would you like to do (9: Show menu): 0
```

Test #2: Ignore duplicates

```
| Welcome to Media Mart |
+----+
What would you like to do (9: Show menu): 1
Enter path to media text or binary file: 90s media.txt
9 new media items added.
What would you like to do (9: Show menu): 1
Enter path to media text or binary file: 90s media.txt
Duplicate media with upc m 90 1 ignored.
Duplicate media with upc m 90 2 ignored.
Duplicate media with upc m 90 3 ignored.
Duplicate media with upc lo_90_1 ignored.
Duplicate media with upc lo 91 1 ignored.
```

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```
Duplicate media with upc lo_92_1 ignored.

Duplicate media with upc lo_94_1 ignored.

Duplicate media with upc lo_93_1 ignored.

Duplicate media with upc lo_95_1 ignored.

O new media items added.

What would you like to do (9: Show menu): 0
```

Test #3: Load multiple text files

Test #4: Write to text file

```
What would you like to do (9: Show menu): 1
Enter path to media text or binary file: 90s_media.txt
9 new media items added.

What would you like to do (9: Show menu): 1
Enter path to media text or binary file: 2000s_media.txt
8 new media items added.

What would you like to do (9: Show menu): 4
Enter path to file to write media: media_data.txt

What would you like to do (9: Show menu): 0
```

Test #5: Write to binary file (note previous test must be run first)

```
What would you like to do (9: Show menu): 1
Enter path to media text or binary file: media_data.txt
17 new media items added.

What would you like to do (9: Show menu): 4
Enter path to file to write media: media_data.bin

What would you like to do (9: Show menu): 0
```

Test #6: Read from binary file (note test #5 must be run first)

```
What would you like to do (9: Show menu): 1
Enter path to media text or binary file: media_data.bin
17 new media items added.

What would you like to do (9: Show menu): 0
```

Test #7: Search from binary file (note test #5 must be run first)

```
| Welcome to Media Mart
+-----
What would you like to do (9: Show menu): 1
Enter path to media text or binary file: media data.bin
17 new media items added.
What would you like to do (9: Show menu): 3
Enter search phrase: conf
Media with the phrase are:
Video lo_91_1 Confession 1991 0.99 PG false
Found 1 matches, out of 17 media items.
What would you like to do (9: Show menu): 3
Enter search phrase: 10
Media with the phrase are:
false
                                  1994 0.99 PG13 true
Found 11 matches, out of 17 media items.
What would you like to do (9: Show menu): 3
Enter search phrase: my
Media with the phrase are:
Audio m 90 3 My Secret Passion 1990 1.85 -1 true
Found 1 matches, out of 17 media items.
```

```
What would you like to do (9: Show menu): 0
```

Test #8: Pricing test basic (note test #5 must be run first)

```
| Welcome to Media Mart
+----+
What would you like to do (9: Show menu): 1
Enter path to media text or binary file: media data.bin
17 new media items added.
What would you like to do (9: Show menu): 5
Enter UPCs of media to price as a bundle: lo 00 1 m 90 1 lo 92 1
Price of bundle: 3.97
What would you like to do (9: Show menu): 0
```

Test #9: Pricing test HDCP & opera

```
Welcome to Media Mart
+----+
What would you like to do (9: Show menu): 1
Enter path to media text or binary file: 90s media.txt
9 new media items added.
What would you like to do (9: Show menu): 5
Enter UPCs of media to price as a bundle: m 90 1 m 90 3 lo 92 1 lo 94 1 lo 95 1
10 93_1
Price of bundle: 7.95
What would you like to do (9: Show menu): 0
```

Submission:

This homework assignment must be turned-in electronically via Canvas CODE plug-in. Ensure your program compiles successfully, without any warnings or style errors. Ensure you have documented the methods. Ensure you have tested operations of your program as indicated. Upload the following to Canvas via the CODE plug-in:

Media.java, Audio.java, Video.java, and MediaWarehouse.java