Lab 21 Square Drawer

Bradley Grose

# Problem

In this code, the user will give a dimension for the square. The square will then be drawn using starts to fit that dimension. It will also print out the area and the perimeter of the square.

# Solution

Using the premade driver, I first created DimensionException which inherits Exception. This creates error messages if the dimensions are not the correct value. The bulk of the code is in square. It will take in a given length and set that value. If the value isn’t valid it will throw it to error checking. Then it will draw the square using 2 for loops to print out the stars in each spot. It will then square the given size for the area and times it by 4 for the perimeter.

# Implementation Problems Encountered

There were no problems that I encountered in the code.

# Lab Report Questions

1. An exception is an event that interrupts the way the code should function, so in order to prevent an error it acts as an error checking and has it run error processing with messages to the user
2. Using a try, catch function, it will try the code first, but if an error such as a runtime or an IO exception happens it will stop the code and throw to those exceptions. The executable action should go first.