Programmieren I

Praktikum-2: “Klassendefinitionen II”

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```
class Address
{
   public String city;
   public String street;
   public String phone;
   public String fax;

   public Address(String city, String
     street, String phone, String fax) {
       this.city = city;
       this.street = street;
       this.phone = phone;
       this.fax = fax;
   }
}
```

```
class Employee
{
   public String name;
   public int age;
   public long salary;
   public long companyID;
   Address address;
   public byte[] photo;
}
```

Java Class Declarations

Java

http://

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OLAT: Unterslagen
-> Praktikum
-> _02_Klassendefinitionen_Praktikum-2.pdf

or

https://olat.zhaw.ch/auth/1%3A1%3A1022555435%3A2%3A0%3Aserv%3Ax/02_Klassendefinitionen_Praktikum-2.pdf

Praktikum

Ordinary Praktikum

GROUPS:
The students form teams of two people and communicate under which username (ZHAW abbreviation) the teams are formed to the lecturer.

TASKS:
- INDIVIDUAL TASK: Every member of the team perform each task individually (in the individual "**fork**"). This means that the students need to share the individual solutions done in their GIT **repositories** to the lecturer.

- MERGE: Then, in a collaborative manner the students merge their solutions proposing one final (improved) solution (e.g., in a folder called "**merged-praktikum-1**")

- SHARING THE FINAL SOLUTION: The final solution of the exercise (i.e., "merged-praktikum-1") should be shared to the lecturer **"always" in the same repository** (i.e., one of the student Git repository)

DELIVERY:
~~If not otherwise communicated, at least 24 hours BEFORE the next lab session.~~

1 JOLLY

EVALUATION:
For each team of two, 2 "Praktika" will be assessed (1 in the first 4 weeks and 1 afterwards). ***Score ranges 0 - 5 (bad 0, ok 3, good 5)***
The selection is random and will not be communicated in advance.

Fast Track

?

Level Test:
They make the placement test on their own and check your solution by using the "Solution".

Selbstkontrolle: Selbstkontrolle by reading and answering the questions (online).

Classes: Lessons can be selectively visited (Self-control).

Simple individual project:

- Extension of the text-based adventure **game** "Zuul" from the textbook (described in Chapter 6 and 9).

- Alternatively, implement simplified text-based version of games like "Snake, Pac-man, Naval Battle, Laser Reflection Game, Bubble Spinner, Asteroids Game" or ***Propose a project.***

Meeting with the lecturer:
Check and feedback of your work in a total of **3 meetings** with the lecturer:
1) the student has ***2 (max 3) weeks to select and describe the project*** (which feature will be implemented of the game, etc.)
2) Middle of the course (check of the ongoing project)
3) ***A final meeting*** close to the end.

Teams

TEAM 1:
Welti Louis
Fahrni Nicolas

TEAM2:
Daniel Medimorec
Nasserzadeh Seyed Mohammad Mahdi

TEAM3:
Manuel Berweger
Marco Forster

TEAM4:
Livio Abegg
Alain Basler

TEAM5:
Marvin Tseng
Dan Hochstrasser

TEAM6:
Daniel Medimorec
Mahdi Nasserzadeh

Pfefferli Markus

Vatansever Burak

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4 TASKS,
1 is OPTIONAL

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TASK1 (max 20 min.)

“Write the outcome of the various operation and method calls ”

```
public void ausgeben() {
 int int1 = 1, int2 = 2, int3 = 3;
 double double1 = 3.0, double2 = 4.0;
 boolean boolean1 = true;

 System.out.println(int1 + int2 + int3--);
 System.out.println(int3);
 System.out.println(--int3);
   …… …… …… …… …… …… ……
```

Be precise and differentiate between integer and floating point

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TASK2

1. Fork the repository “https://github.engineering.zhaw.ch/prog1-kurs/02_Praktikum-2_Ausdruck**”**
as indicated in

https://olat.zhaw.ch/auth/1%3A1%3A1013057491%3A2%3A0%3Aserv%3Ax/99_Anleitung-Arbeiten-mit-Git.pdf

2. Check your results of Task 1.
If you have made a mistake somewhere? If so, try to understand
exactly why you were wrong.

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TASK3

1. Fork the repository “https://github.engineering.zhaw.ch/prog1-kurs/02_Praktikum-2_Auto**”**
as indicated in

https://olat.zhaw.ch/auth/1%3A1%3A1013057491%3A2%3A0%3Aserv%3Ax/99_Anleitung-Arbeiten-mit-Git.pdf

2. Use BlueJ
to implement a class modelling a “car”

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TASK4 (OPTIONAL)

1. Fork the repository “https://github.engineering.zhaw.ch/prog1-kurs/02_Praktikum-2_Konto**”**
as indicated in
https://olat.zhaw.ch/auth/1%3A1%3A1013057491%3A2%3A0%3Aserv%3Ax/99_Anleitung-Arbeiten-mit-Git.pdf

2. Copy your “Bank Account” from the Praktikum 1 in the repository

3. Extend this class so that incorrect entries are detected and rejected