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Perimeter Assignment: Part Two

Introduction

In this assignment, you will complete the PerimeterAssignmentRunner class to calculate lots of interesting facts about shapes. This class has been started for you in the BlueJ project called PerimeterAssignmentRunner (**this is the same project file that you were using in the last exercise, so feel free to open it up again and continue working**). The goals for this exercise are as follows:

1a. Complete writing the method getLargestSide that has one parameter s that is of type Shape. This method returns a number of type double that is the longest side in the Shape S.

1b. Add code in the method testPerimeter to call the method getLargestSide and to print out the result.

2a. Complete writing the method getLargestX that has one parameter s that is of type Shape. This method returns a number of type double that is the largest x value over all the points in the Shape s.

2b. Add code in the method testPerimeter to call the method getLargestX and to print out the result. Note if you were to select the file example1.txt, then the largest x value should be 4.0.

Discussion

Complete the getLargestSide method and output the results

For this section, we've got to complete the getLargestSide method, which we know has a parameter s, of type shape. We learned in the last assignment and readings about how to show what kinds of parameters a method has, so make sure to reference that if you're having trouble remembering how to get started. On paper, we're simply trying to compare the length of all of the sides of shape s, and report the largest side. This tells us that we'll need to be able to find the length of a side of a shape, but thankfully we already know how to do that from the other methods we've written and the Shape Class documentation (**Hint:** the length of a side of a shape is the distance between two points of the shape).

Additionally, we know that we need to compare all of the sides of the shape, which implies we will need to iterate through each side of the shape to find its length. An important thing to remember when you're thinking about programming, is what your objective requirements are. In this case, we're only trying to