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Perimeter Assignment: Part One

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 we were looking at in the previous reading, so feel free to open the one you downloaded for the last reading**). This project also contains several data files. In addition, you will need to look at the documentation for the Shape class and the Point class, which we went over in the last reading.

Our goals for this exercise are to:

1a. Complete writing the method getNumPoints that has one parameter s that is of type Shape. This method returns an integer that is the number of points in Shape s.

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

2a. Complete writing the method getAverageLength that has one parameter s that is of type Shape. This method returns a number of type double that is the calculated average of all the sides' lengths in the Shape S.

2b. Add code in the method testPerimeter to call the method getAverageLength and to print out the result.

Discussion

Complete the method getNumPoints

For this section, we need to complete the code for the method getNumPoints. We are instructed that the method has one parameter, s, that is a Shape-type object. This makes sense with the other code we've seen in this project, as the only shape-type object we've created is, in fact, named s. To understand how to show what parameter a method has, check out the code review we did in the last reading. (**Hint:** the getPerimeter method also has a parameter named s that is of type shape, but the getPerimeter method returns a double-type variable, whereas we want getNumPoints to return an int-type variable).