

CSDS 293
Software Craftsmanship
2024 Fall Semester

Programming Assignment 7

Due at the beginning of your discussion session on
Oct 14 – 18, 2024

Reading

In addition to the following topics, the quiz syllabus includes any material covered in the lectures:

- Section 19.6 in Code Complete, the Quick Reference Guide on Routine Names and Repeated Code on canvas, and Items 28, 59, 60, and 62 in Effective Java.

Grading Guidelines

An automatic C (or less) is triggered by

- Any routine with complexity greater than 4, or by
- Any piece of code that is essentially repeated, or by
- Improperly named routines.

Programming

In this programming assignment, you will implement the pseudo-code for the social network analyzer.

First, make all the changes to your pseudo-code as per the review in your discussion section.

Second, read “Using git in CSDS 293” posted on canvas under Modules>git, and create the project repository on the git server. You will need the public-private key pair that you created for a previous homework assignment.

Third, create a new repository, “social network.git”. You should place all your homework artifacts in the socialnetwork.git repository.

Fourth, set up a development environment that mirrors the one on the server. This way, your compilation and testing will

give predictable and consistent results both on your machine and on the server, as well as on the machine of your discussion leader. The server environment is described on Canvas in the git module under "Server Setup".

Fifth, create an ant file to build and test your project. The test-example repository provides an example of a build file, which you can modify to match the structure of your project. Conversely, Eclipse build files are overly specific to your machine and should be avoided. Your ant build file should contain at least:

- A target called "build" that compiles your code.
- A target called "test" to run the test cases

Sixth, implement the algorithm according to the pseudo-code programming process. Follow your revised pseudo-code faithfully, even if you can think of additional improvements. You will probably need to implement some methods for error handling. However, since your code is primarily for hypothetical future use as a component in a larger project, your code should be consistent with the error handling approach in Programming Assignments 2-5. For the sole purpose of comparing with the previous assignment, leave all pseudo-code comments in your code.

Seventh, make sure that during development you make small regular commits. As you push your project, the git server will attempt to build toward the targets and will give you feedback on the outcome. You can then adjust your source code and build file to ensure proper compilation of your code. You are not allowed to commit and push standard libraries, such as hamcrest, or files that can be automatically generated (class, jar, html, and testing and coverage report). Make sure to use a .gitignore file, such as the one provided in test-example, that tells git to skip files that should not be tracked.

Finally, when you are finished with your homework tag your release and push that tag to your git repository on the server.

```
$ git tag -a pa7
$ git push --tags
```

Make sure to use the --tags option, otherwise tags will be omitted. Your submitted code must compile, and your tests must run on the server. Consult the message produced by git push to ascertain whether your code is compiled and run on the server.

Canvas Resources

Canvas contains the following modules:

- *PPP*: Huffman Coding, an example of the pseudo-code programming process, starting from the pseudo-code for creating a Huffman tree and ending with its Java implementation,
- *git*, a folder with instructions for “Using git in CSDS 293”, and pointers to several free books on git, plus *Server Set-Up*, which gives instructions on creating a development environment that mirrors the one on the server,
- *Apache Ant*, a link to the download page and documentation of Apache Ant,
- *JUnit*, a module with:
 - *JUnit ant task*, a reference to the JUnit task in ant, and
 - *Ant + JUnit* explains how to set up a build file that contains a JUnit “test” target.
 - See also *Server Set-Up* under the *git* module for instructions on the correct.

General Considerations

These classes may contain as many auxiliary private methods as you see fit, and additional helper classes may be defined.

You should write JUnit tests to make sure that your primary methods work as intended. However, we will revisit testing in the next assignment, so extensive testing is not yet recommended. If you have never used JUnit, the JUnit module on canvas lists resources to get you started. Similarly, your code should have a reasonable number of comments, but documentation is going to be the topic of a future assignment. As a general guideline at this stage of the course, comments and tests should be like those accepted in CSDS 132.

Discussion Guidelines

The first part of the class discussion is on git: the discussion leader will pull your changes from your repository on the git server. You will then give the class a brief overview of your development process using the commit history stored in git. The aim is to have relatively small self-contained commits with descriptive commit messages. The bulk of the discussion will focus on the pseudo-code programming process (Chapter 9): appropriateness and completeness of pseudo-code for rapid implementation, pseudocode comments in final code, etc.