

Pencil And Paper Assignment For Lesson 3

For questions 1-4 below, use Ambler's book *The Elements of Java Style* to identify problems with the coding style in each piece of code below. In each case, explain what is wrong with the code by specifying which particular principles (include the Principle Number) in Ambler's book have been violated. Then correct the presentation by rewriting the code. Do not look for syntax errors – this is an exercise in *coding style*, not in Java syntax.

1.

```
class Account {  
  
    double balance;  
    Employee emp;  
  
    public void getBalance()  
        {  
        return balance;    }  
  
}
```
2.

```
boolean checkStatus() {  
    if(balance < 200.00 || hasOverdueFines() || (recentPayment < 30.00 && phoneIsDisconnected)) {  
        notifyCollections();  
        return false;  
    }  
    return true;  
}
```
3.

```
class Company {  
  
    Employee[] employee;  
  
    public Employee[] getAllEmployees() {  
        return employee;  
    }  
  
}
```
4.

```
class Department {  
  
    public double ComputeSalary(Employee emp) {  
        //Assume the methods used here really exist  
        String status = emp.getStatus();  
        double BaseSalary = lookupBaseSalary(status);  
        double Bonus = lookupBonus(emp);  
        return BaseSalary+Bonus;  
    }  
}
```

5. Four (names of) classes belonging to a Java application are given below. Your task is to organize these classes into two packages, each containing two of the classes. Think of good names for the two packages, state which of the packages each of the classes belongs to, and give a short explanation of your choice of package names.

Employee
Customer
CustomerAccount
Manager