Programming Assignment 12

Due at the beginning of your discussion session on

April 14-17, 2020

No late assignment will be accepted after April 24, 2020

Reading

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

- Items 1, 2, 18, 19, and 20 in Effective Java
- Section 6.3 (up to "Multiple Inheritance" excluded) in Code Complete
- Section 19.6 in Code Complete and the Quick Reference Guide on Routine Names on canvas

The following is additional helpful reading: Section 6.2 in Code Complete.

Grading Guidelines

Points will be deducted if code and branch coverage is incomplete. You can omit coverage of methods that are automatically generated and of assertions. An automatic C (or less) is triggered by:

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

Programming

Make any changes to the design as required after the review and this week's lecture. Implement your design:

- Interfaces and classes
- Methods (according to your pseudo-code, if any)
- Error-handling

Test cases are required to validate and improve your design. No test cases are required for automatically generated methods. Focus on unit tests, plus a single stress test.

General Considerations

After Programming Assignment 8, your code should have an extensive unit test suite. Your code should have a reasonable number of comments, but documentation is going to be the topic of the next assignment. As a general guideline, comments should be similar to those accepted in EECS 132.

Submission

Create a repository called typeinference.git. Make small regular commits. Push your design document, revised code, and test cases on the git repository.