Assignment #4

1. Create usecases in your previous project where you will need a
   1. Map
   2. List
   3. Set
2. In one of your util classes or view classes (maybe creating a ‘view’ package might not be a bad idea ;)), print me out your randomly generated objects in a sorted order (use Comparable or Comparator)

Hints: Part of the purpose of this assignment is for you to show me you understand collections. Another part is to get you more comfortable with designs. Because you are building off of your previous assignment, you may find previous errors, bad design decisions, poorly documented or inefficient code. It’s called Software Development ;)

Software Development isn’t always a “lone” journey. In case you haven’t guessed, your code is publically accessible by anyone (pronounced GitHub). I encourage you to share your project with your colleague. Each person is responsible for maintaining his/her repository, but sharing your idea of your project and some code is fine. Remember, most of the business logic you write is supposed to be specific to your project, so sharing your idea and your implementation with another student isn’t considered cheating. Feel free to post your Github URL on D2L’s discussion forum if this helps you to learn and you want more feedback from other students.

Document your changes (changes.html) on what has changed from your previous release

Same rules as the previous assignment on where to submit your work (pronounced GitHub)