

CMSC 215 Intermediate Programming

Programming Project 4

The fourth programming project involves writing a program to test the relationships between time intervals. The program should contain four classes. The first class should be a generic class `Interval` defined for any type that implements the `Comparable` interface. Objects of this type have a start and end of the generic type parameter that defines the start and end of the interval. The class should be immutable, so it should have no setter methods. At a minimum, it should contain the following public methods:

- A constructor that accepts the start and end of an interval and constructs an `Interval` object
- A method `within` that is supplied an object of the generic type parameter and returns whether that object is inside the interval, including the endpoints
- A method `subinterval` that is passed an interval as a parameter and returns whether the interval parameter is a subinterval, completely within, the interval on which the method is invoked
- A method `overlaps` that is passed an interval as a parameter and returns whether the interval parameter overlaps the interval on which the method is invoked

The second class `Time` should contain two integer instance variables that represent the hours and minutes and one additional variable for the meridian, AM or PM. The class should implement the `Comparable` interface and should be immutable, so it should have no setter methods. At a minimum, it should contain the following public methods:

- A constructor that accepts the hours and minutes as integers and the meridian as a string and constructs a `Time` object
- A constructor that accepts a string representation of a time in the format HH:MM AM and constructs a `Time` object
- A method `compareTo` that compares two times and returns what is required of all such methods that implement the `Comparable` interface
- A method `toString` that returns the string representation of the time in the format HH:MM AM

When either constructor is called, several checks need to be made on the input. For both constructors, a check is needed to ensure that the hours and minutes are within range and that the meridian is AM or PM. For the constructor that accepts the string representation, additional checks are needed to ensure that the hours and minutes are numeric values. Should any check fail, an exception `InvalidTime` should be thrown that includes the reason.

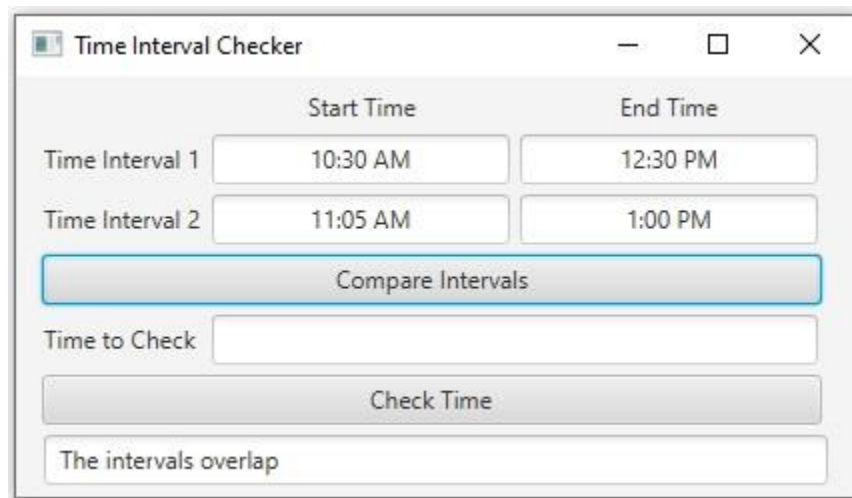
The third class is the exception class `InvalidTime` that implements a checked exception. It should have an instance variable of type `String` that saves the message and the following method:

- A constructor that accepts the message as a string and constructs an `InvalidTime` object

The fourth class `Project4` should implement a GUI interface that contains two buttons. The first button *CompareIntervals* should compare the two intervals and output one of the following messages depending upon how the intervals compare:

- Interval 1 is a sub-interval of interval 2
- Interval 2 is a sub-interval of interval 1
- The intervals overlap
- The intervals are disjoint

Shown below is an example of the output when the *CompareIntervals* button is clicked:



The second button *CheckTime* should check whether the time is within the intervals and output one of the following messages depending upon which intervals it is within:

- Both intervals contains the time HH:MM AM
- Only interval 1 contains the time HH:MM AM
- Only interval 2 contains the time HH:MM AM
- Neither interval contains the time HH:MM AM

Shown below is an example of the output when the *CheckTime* button is clicked:

	Start Time	End Time
Time Interval 1	10:30 AM	12:30 PM
Time Interval 2	11:05 AM	1:00 PM

Compare Intervals

Time to Check: 12:50 PM

Check Time

Only interval 2 contains the time 12:50 PM

You are to submit two files.

1. The first is a `.zip` file that contains all the source code for the project. The `.zip` file should contain only source code and nothing else, which means only the `.java` files. If you elect to use a package, the `.java` files should be in a folder whose name is the package name. Every outer class should be in a separate `.java` file with the same name as the class name. Each file should include a comment block at the top containing your name, the project name, the date, and a short description of the class contained in that file.
2. The second is a Word document (PDF or RTF is also acceptable) that contains the documentation for the project, which should include the following:
 - a. A UML class diagram that includes all classes you wrote. Do not include predefined classes.
 - b. A test plan that includes test cases that you have created indicating what aspects of the program each one is testing
 - c. A short paragraph on lessons learned from the project