James Chowdhury  
CMSC 141   
  
Section 1-4  
  
12/29/24  
  
  
Section 1 part 1   
step 1  
A screenshot of a computer

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Section 1 part 2   
step 1   
A screenshot of a computer program

Description automatically generated

Step 2 A screen shot of a computer

Description automatically generated

Section 1 part 3  
step 1   
  
A screenshot of a computer

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step 2   
A screenshot of a computer

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Section 1 part 4

Exploring Essential Views in Eclipse

* **Package explorer/ file hierarchy**

Provides a hierarchical view of all projects, folders, and files in the workspace.

* **Console view**

Displays output from the program, including logs and error messages.

* **Problems view**

Displays errors and warnings in the workspace.

* **Debug view**

Provides tools for managing breakpoints and stepping through code.

* **Outline view**

Offers a structured overview of the active file’s contents, such as classes, methods, and fields.

This Views were selected for their substantial impact on increasing program productivity and debugging skills. We hope this demonstration has provided perspective into ways these tools can improve overall experience with Eclipse.

**Test Programs  
  
Known Values Test**: using known values such as 1 and expecting 3.78541 liters as output and Input 5 gallons and expecting 18.92705 liters.  
  
**Edge Case Test**: using test case Input 0 gallons and expect 0 liters output and Input -3 gallons, check for appropriate handling of invalid input.  
  
**Validation** for validation Test: Input non-numeric (abc), check for error handling, Input 2.5 gallons and expect correct fractional conversion  
  
  
  
**Vocab** **Camel Case**: A naming convention to eliminate spaces in a name but ease readability with capitalization.

 **Change Workspace**: To change the different physical location onto which you will store and save your files.

 **Package**: Stored inside a project, a mechanism for organizing Java classes into namespaces or containers.

 **Main Method**: The method inside a class that runs when the class is compiled and run.

 **Class**: A construct that is used as a blueprint to create objects. Also a construct in which objects are created.

 **Perspective**: An option to choose a combination of views and editors.

 **Views**: Areas within the Eclipse IDE that provide a way to navigate a hierarchy of information and allow modifications to elements.