

Intro to Java Week 5 Coding Assignment

Points possible: 70

Category	Criteria	% of Grade
Functionality	Does the code work?	25
Organization	Is the code clean and organized? Proper use of white space, syntax, and consistency are utilized. Names and comments are concise and clear.	25
Creativity	Student solved the problems presented in the assignment using creativity and out of the box thinking.	25
Completeness	All requirements of the assignment are complete.	25

Instructions: In Eclipse, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed. Take screenshots of the code and of the running program (make sure to get screenshots of all required functionality) and paste them in this document where instructed below. Create a new repository on GitHub for this week's assignments and push this document, with your Java project code, to the repository. Add the URL for this week's repository to this document where instructed and submit this document to your instructor when complete.

Coding Steps:

1. Create an interface named `Logger`.
2. Add two void methods to the `Logger` interface, each should take a `String` as an argument
 - a. `Log`
 - b. `Error`
3. Create two classes that implement the `Logger` interface
 - a. `AsteriskLogger`
 - b. `SpacedLogger`
4. The `log` method on the `AsteriskLogger` should print out the `String` it receives between 3 asterisks on either side of the `String` (e.g. if the `String` passed in is "Hello", then it should print `***Hello***` to the console.
5. The `error` method on the `AsteriskLogger` should print the `String` it receives inside a box of asterisks, with the `String` preceded by the word "ERROR:". For example, if "Hello" is the argument, the following should be printed:

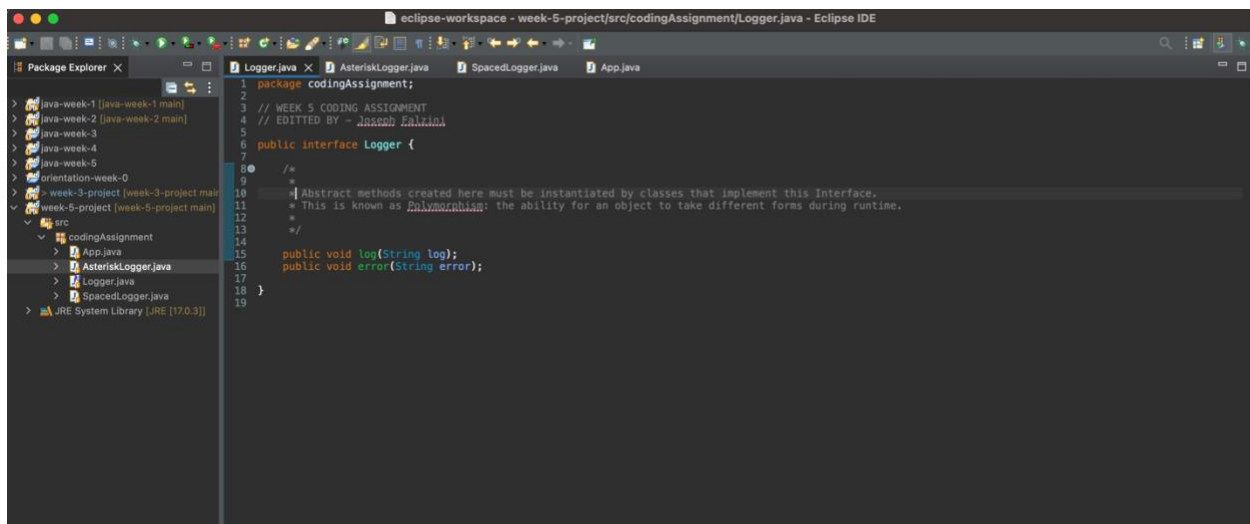
```
*****

***Error: Hello***

*****
```

6. The SpacedLogger should add spaces between each character of the String argument passed into its methods.
7. If the log method received “Hello” as an argument, it should print H e l l o
8. The error method should do the same, but with “ERROR:” preceding the spaced out input (i.e. ERROR: H e l l o)
9. Create a class named App that has a main method.
10. In this class instantiate an instance of each of your logger classes that implement the Logger interface.
11. Test both methods on both instances, passing in Strings of your choice.

Screenshots of Code:



eclipse-workspace - week-5-project/src/codingAssignment/AsteriskLogger.java - Eclipse IDE

```
1 package codingAssignment;
2
3 // WEEK 5 CODING ASSIGNMENT
4 // EDITED BY - Jaseeb Fakhina
5
6 public class AsteriskLogger implements Logger {
7
8     @Override
9     public void log(String log) {
10         System.out.println("***" + log + "***");
11     }
12
13     @Override
14     public void error(String error) {
15         int asterisks = error.length() + 13; // +13 is used for even printing in the Console to match the format in the homework; accounts for
16                                             // the 3 asterisk on both sides of the string, and the String "Error: " (space included).
17
18         for (int i = 0; i < asterisks; i++) {
19             System.out.print("a");
20         }
21
22         System.out.println(); // USED FOR SPACING IN THE CONSOLE
23
24         System.out.println("***" + "ERROR: " + error + "***");
25
26         for (int i = 0; i < asterisks; i++) {
27             System.out.print("a");
28         }
29
30         System.out.println(); // USED FOR SPACING IN THE CONSOLE
31     }
32 }
33
34
```

eclipse-workspace - week-5-project/src/codingAssignment/SpacedLogger.java - Eclipse IDE

```
1 package codingAssignment;
2
3 // WEEK 5 CODING ASSIGNMENT
4 // EDITED BY - Jaseeb Fakhina
5
6 public class SpacedLogger implements Logger {
7
8     @Override
9     public void log(String log) {
10         StringBuilder builder = new StringBuilder();
11
12         for (int i = 0; i < log.length(); i++) {
13             builder.append(log.charAt(i));
14             builder.append(" ");
15         }
16
17         System.out.println(builder.toString());
18     }
19
20     @Override
21     public void error(String error) {
22         Logger spacedError = new SpacedLogger();
23
24         System.out.print("ERROR: ");
25         spacedError.log(error);
26     }
27
28 }
29
30
```

eclipse-workspace - week-5-project/src/codingAssignment/App.java - Eclipse IDE

```
1 package codingAssignment;
2
3 // WEEK 5 CODING ASSIGNMENT
4 // EDITED BY - Jaseeb Fakhina
5
6 public class App {
7
8     public static void main(String[] args) {
9
10         Logger asterisk = new AsteriskLogger();
11         asterisk.log("Welcome!");
12         asterisk.error("Something bad happened!");
13
14         System.out.println(); // Used for formatting in Console.
15
16         Logger spaced = new SpacedLogger();
17         spaced.log("Welcome!");
18         spaced.error("Something bad happened!");
19     }
20 }
21
22
```

Screenshots of Running Application:



The screenshot shows the Eclipse IDE's console window. The title bar indicates the application is terminated. The console output shows a welcome message followed by an error message. The status bar at the bottom shows the cursor is at line 22, column 1, and the file is writable.

```
<terminated> App [Java Application] /Volumes/Eclipse.app/Contents/Eclipse/plugins/org.eclipse.justj.openjdk.hotspot.jre.full.macosx.x86_64_17.0.3.v20220515-1416/jre/bin/java (Jul 28, 2022, 3:19:29 PM - 3:19:30 PM)
***Welcome!***
*****
***ERROR: Something bad happened!***
*****

Welcome!
ERROR: Something bad happened!
```

URL to GitHub Repository:

<https://github.com/jfalzini99/week-5-project>