

1 Submission Instructions

Create a folder named *asuriteid-p02* where *asuriteid* is your [ASURITE user id](#) (for example, if your ASURITE user id is *jsmith6* then your folder would be named *jsmith6-p02*) and copy all of your *.java* source code files to this folder. Do not copy the *.class* files or any other files. Next, compress the *asuriteid-p02* folder creating a **zip archive** file named *asuriteid-p02.zip* (e.g., *jsmith6-p02.zip*). Upload *asuriteid-p02.zip* on the Canvas *Module 4: Programming Project 2 Submission* page by the project deadline. Please see the *Course Summary* section on the *Syllabus* page in Canvas for the deadline. Consult the Syllabus for the late and academic integrity policies.

2 Learning Objectives

1. Read UML class diagrams and convert the diagram into Java classes [Ch. 12; Module 2: Video Lectures 1-3].
2. Identify and implement dependency, aggregation, inheritance, and composition relationships. [Ch. 12; Module 2: Video Lectures 1-3].
3. Properly use the public, private, and protected accessibility modifiers [Ch. 9; Module 2: Video Lectures 5-8].
4. Write Java code to override methods [Ch. 9; Module 2: Video Lectures 9-12].
5. Recognize when inheritance is present among classes in an OOD. [Chs. 9, 12; Module 2: Video Lectures 14-20].
6. Design and implement classes using inheritance. [Chs. 9, 12; Module 2: Video Lectures 1-26].
7. To write Java code to implement polymorphism in a class inheritance hierarchy. [Ch. 9; Module 3: Lectures 1-10].
8. To implement a Java interface [Ch. 10; Module 3: Video Lectures 5-10].

3 Background

East Coast State University¹ is located in beautiful West Coast, CA. At ECSU there are two categories of students: on-campus students and online students. On-campus students are categorized as residents (R) or nonresidents (N) depending on whether they reside within state or they reside out of state. The base tuition for on-campus students is \$7575 for residents and \$14,875 for non-residents. Some on-campus students, enrolled in certain pre-professional programs, e.g, law, dentistry, pharmacy, are charged an additional program fee which varies depending on the program. An on-campus students may enroll for up to 18 credit hours at the base rate but for each credit hour exceeding 18, they pay an additional fee of \$475 for each credit hour over 18.

Online students are neither residents nor non-residents. Rather, their tuition is computed as the number of credit hours for which they are enrolled multiplied by the online credit hour rate which is \$950 per credit hours. Furthermore, some online students enrolled in certain degree programs pay an online technology fee of \$75 per semester.

4 Software Requirements

The software requirements for this project are:

1. Student information for East Coast State is stored in a text file named *p02-students.txt*. There is one student record per line, where the format of a student record for an on-campus student is:

```
C id last-name first-name residency program-fee credits
```

where:

C	Identifies the student as an on-campus student.
id	The student identifier number. A string of 13 digits.
last-name	The student's last name. A contiguous string of characters.
first-name	The student's first name. A contiguous string of characters.
residency	R if the student is a resident, N if the student is a non-resident.
program-fee	A program fee, which may be zero.
credits	The number of credit hours for which the student is enrolled.

¹ Go [Blobfish!](#)

The format of a student record for an online student is:

```
0 id last-name first-name tech-fee credits
```

where 0 identifies the student as an online student, and *id*, *last-name*, *first-name*, and *credits* are the same as for an on-campus student. The *tech-fee* field is T if the student is to be assessed the technology fee or - if the student is not assessed the technology fee. Here is an example *p02-students.txt* file:

Sample *p02-students.txt*

```
C 8230123345450 Simons      Jenny    R 0      12
C 3873472785863 Cartman    Eric     N 750    18
C 4834324308675 McCormick Kenny    R 0      20
0 1384349045225 Broflovski Kyle     - 6
0 5627238253456 Marsh      Stan     T 3
```

- The program shall read the contents of *p02-students.txt* and calculate the tuition for each student.
- The program shall write the tuition results to an output file named *p02-tuition.txt* formatted thusly:

```
id last-name first-name tuition
id last-name first-name tuition
...
```

where *id* is the student identifier number, *last-name* and *first-name* are the student's name, and *tuition* is the computed tuition for the student. *id* shall be output left-justified in a field of width 16, *last-name* shall be output left-justified in a field of width 20, *first-name* shall be output left-justified in a field of width 15, and *tuition* shall be output right-justified in a field of width 8 with two digits after the decimal point. For the sample input file, this is the output file:

Sample *p02-tuition.txt*

```
1384349045225 Broflovski      Kyle      5700.00
3873472785863 Cartman        Eric      15625.00
4834324308675 McCormick     Kenny     8525.00
5627238253456 Marsh          Stan      2925.00
8230123345450 Simons         Jenny     7575.00
```

- The records in the output file shall be sorted in ascending order by *id*.
- If the input file *p02-students.txt* cannot be opened for reading (probably because it does not exist) then output an error message to the output window, close any open files, and then terminate the program, e.g.,

```
Sorry, could not open 'p02-students.txt' for reading. Stopping.
```

- If the output file *p02-tuition.txt* cannot be opened for writing, then output an error message to the output window, close any open files, and then terminate the program, e.g.,

```
Sorry, could not open 'p02-tuition.txt' for writing. Stopping.
```

5 Software Design

Refer to and study the UML class diagram in §5.7. Your program shall implement this design.

5.1 Main Class

The main class is named *Main* and a template for *Main.java* is included in the project zip archive. The *Main* class shall contain the *main()* method which shall simply instantiate an object of the *Main* class and call *run()* on that object. Complete the code in *Main.java* by reading the UML class diagram, the comments, and implementing the pseudocode.

5.2 TuitionConstants Class

A class named *TuitionConstants* class is included in the project zip archive. This class declares several public static constants that are used in other classes. The constants are derived from the discussion in §3 Background.

5.3 Sorter Class

We shall discuss sorting algorithms later in the course, so this code may not make perfect sense at this time. Since I do not know which sorting algorithms you may have been exposed to in CSE100, CSE110, or non-ASU introduction to programming classes, I have provided all of the sorting code for you. If you are interested, it uses the insertion sort algorithm which is not very efficient for large lists but is efficient enough for small lists such as ours.

The *Sorter* class contains a public class method *insertionSort()* that can be called to sort a list of *ArrayList<Student>*. When sorting *Students* we need to be able to compare one *Student A* to another *Student B* to determine if *A* is less than or greater than *B*. Since we are sorting by student id, we have the abstract *Student* class implement the *java.lang.Comparable<Student>* interface and we define *Student A* to be less than *Student B* if the *mId* field of *A* is less than the *mId* field of *B*. This is how we sort the *ArrayList<Student>* list by student identifier.

java.lang.Comparable<T> is a generic interface in the Java Class Library (it requires a type parameter *T* to be specified when the interface is implemented) that declares one method:

```
int compareTo(T obj)
```

where *T* represents a class type and *obj* is an object of the class *T*. The method returns a negative integer if *this T* (the object on which the method is invoked) is less than *obj*, zero if *this T* and *obj* are equal, or a positive integer if *this T* is greater than *obj*. To make abstract class *Student* implement the *Comparable* interface, we write:

```
public abstract class Student implements Comparable<Student> { ... }
```

Since *Student* implements *Comparable<Student>*, whenever *compareTo()* is called in *Sorter.keepMoving()* to compare two *Student* objects, either *OnCampusStudent.compareTo()* or *OnlineStudent.compareTo()* will be **polymorphically** called.

Also, study the comments for the *keepMoving()* method where I have used and discussed how to use the **ternary operator ?:** (which is inherited from the C language). There is a nice explanation of ?: [on this web page](#).

5.4 Student Class

There is a template for the *Student* class in the project zip archive. The *Student* class is an abstract class that implements the *java.lang.Comparable<T>* interface (see §5.3):

```
public abstract class Student implements Comparable<Student> { ... }
```

A *Student* object contains five instance variables (I preface my instance data members with a lowercase **m** for **member**):

<i>mCredits</i>	Number of credit hours the student is enrolled for.
<i>mFirstName</i>	The student's first name.
<i>mId</i>	The student's id number.
<i>mLastName</i>	The student's last name.
<i>mTuition</i>	The student's computed tuition.

Note that these data members are common to both *OnCampusStudents* and *OnlineStudents*. Most of the *Student* instance methods should be straightforward to implement (the majority of them are simple accessor/mutator methods) so we will only mention the two that are not so obvious:

```
+calcTuition(): void
```

An abstract method (that is why I have written it in italics here and in the UML class diagram) that is implemented by subclasses of *Student*. Abstract methods are generally not implemented in an abstract class, and this one is not. See the comments in the *calcTuition()* method header in *Student* for more information.

```
+compareTo(pStudent: Student): int «override»
```

Implements the *compareTo()* method of the *Comparable<Student>* interface. Returns a negative integer if the *mId* instance variable of *this Student* is less than the *mId* instance variable of *pStudent*. Returns 0 if they are equal (should not happen because id numbers are unique). Returns a positive integer if the *mId* instance variable of *this Student* is greater than the *mId* instance variable of *pStudent*. The code for *compareTo()* is simple and is shown below. Read the *compareTo()* method comments in *Student* for more information. Note you will use the *@Override* annotation to prevent accidental overloading.

```
return getId().compareTo(pStudent.getId());
```

5.5 OnCampusStudent Class

The concrete *OnCampusStudent* class is a direct subclass of the abstract class *Student*. It declares two public int constants *RESIDENT* which is 1 and *NON_RESIDENT* which is 2. It adds new instance variables that are specific to on-campus students:

<i>mResident</i>	<i>RESIDENT</i> if the <i>OnCampusStudent</i> is a resident, <i>NON_RESIDENT</i> for non-resident.
<i>mProgramFee</i>	Certain <i>OnCampusStudent</i> 's pay an additional program fee. This value may be 0.

The *OnCampusStudent* instance methods are mostly straightforward to implement so we shall only discuss two of them.

```
+OnCampusStudent(pId: String, pFirstName: String, pLastName: String): «ctor»
```

Must call the superclass constructor passing *pId*, *pFirstName*, and *pLastName* as parameters.

```
+calcTuition(): void «override»
```

Must implement the rules described in §3 Background to calculate the tuition for either a resident or non-resident student. Note that we cannot directly access the *mTuition* instance variable of an *OnCampusStudent* because it is intentionally declared as private in *Student*. So how do we write to *mTuition*? By calling the protected *setTuition()* mutator method that is inherited from *Student*. Any why is *setTuition()* protected? Because it is only intended to be called from subclasses of *Student* and not from classes that are not part of the *Student* class hierarchy. The pseudocode for *calcTuition()* is:

Override Method *calcTuition()* Returns Nothing

```
Declare double variable t
If getResidency() returns RESIDENT Then
    t = TuitionConstants.ONCAMP_RES_BASE
Else
    t = TuitionConstants.ONCAMP_NONRES_BASE
End if
t = t + getProgramFee();
If getCredits() > TuitionConstants.ONCAMP_MAX_CREDITS Then
    t = t + (getCredits() - TuitionConstants.ONCAMP_MAX_CREDITS) ×
        TuitionConstants.ONCAMP_ADD_CREDITS
End if
Call setTuition(t)
End Method calcTuition()
```

5.6 OnlineStudent Class

The concrete *OnlineStudent* class is a direct subclass of the abstract class *Student*. It adds a new instance variable that is specific to online students:

<i>mTechFee</i>	Certain <i>OnlineStudent</i> 's pay an additional technology fee. This instance variable will be true if the technology fee applies and false if it does not.
-----------------	---

The *OnlineStudent* instance methods are mostly straightforward to implement so we shall only discuss two of them.

```
+OnlineStudent(pId: String, pFirstName: String, pLastName: String): «ctor»
```

Must call the superclass constructor passing *pId*, *pFirstName*, and *pLastName* as parameters.

```
+calcTuition(): void «override»
```

Must implement the rules described in §3 Background. The pseudocode for *calcTuition()* is:

```
Override Method calcTuition() Returns Nothing
```

```
    Declare double variable t = getCredits() * TuitionConstants.ONLINE_CREDIT_RATE
```

```
    If getTechFee() returns true Then
```

```
        t = t + TuitionConstants.ONLINE_TECH_FEE
```

```
    End if
```

```
    Call setTuition(t)
```

```
End Method calcTuition()
```

5.7 UML Class Diagram

The UML class diagram shown in Fig. 1 on the next page was created using UMLet. See the zip archive *cse205-p02/uml* folder for the UMLet file and the *cse205-p02/img* folder for .EPS and .PNG images of the class diagram. We have the following relationships among the classes and *Comparable<Student>* interface. (See [this web page](#) for a good summary of the notation used in UML class diagrams.)

Main: The dashed lines with open arrowheads connecting *Main* with *Student*, *OnCampusStudent*, and *OnlineStudent* represent dependency relationships. *Main* is dependent on *Student* because *Student* objects are parameters to some of *Main*'s methods, in particular, *calcTuition()*, *readFile()*, and *writeFile()*. This makes *Main* dependent on *Student* because if the code in *Student* changes, it could affect the code in *calcTuition()*, *readFile()*, and *writeFile()*. Note that the arrowhead points from *Main* to the class on which *Main* is dependent. *Main* also has a solid line with no symbols on the ends of the lines connecting to *Sorter*. This is an association relationship. *Main* is associated with *Sorter* because *Main.run()* calls *Sorter.insertionSort()*. Associations often include text describing the association and I have drawn the text **uses** indicating that *Main uses* the *Sorter* class.

Student: The solid line with a shaded diamond symbol connecting *Student* to *Main* represents a composition relationship. The *Main* object is composed of an *ArrayList* of *Student* objects, see *Main.run()*, and *Main* creates this *ArrayList* object, so when the *Main* object is deallocated by the garbage collector (we can say *Main* dies) the *Student* objects that were allocated in *Main* also die. We can say that the life cycle of *Main* and the *Student* objects of which *Main* is composed are the same, so that is why this is a composition relationship and not an aggregation relationship. *Student* also has a dotted line connecting it to the *Comparable<Student>* interface. The UML **classifier** «interface» serves to tell the reader that *Comparable<Student>* is an interface and not a class. An interface relationship is drawn with a dotted line with an unshaded closed triangle pointing toward the interface being implemented.

OnCampusStudent and *OnlineStudent*: The solid lines connecting these two classes to *TuitionConstants* represents an association relationship and the word **uses** on each line simply tells the reader that these two classes use the *TuitionConstants* class. Both *OnCampusStudent* and *OnlineStudent* have a solid line with an unshaded triangle connecting them to *Student*. These lines represent generalization or inheritance relationships and since the triangle is on the end of the line near *Student* it indicates that *Student* is the general class and *OnCampusStudent* and *OnlineStudent* are the specific classes. An alternative way to describe this is to say that *Student* is the superclass, and *OnCampusStudent* and *OnlineStudent* **inherit** from *Student* so they are subclasses of *Student*.

Sorter: The dotted line connecting *Sorter* to *Student* with an open arrowhead pointing toward *Student* indicates that *Sorter* is dependent on *Student*. *Sorter* is dependent on *Student* because *Sorter.insertionSort()*, *Sorter.keepMoving()* and *Sorter.swap()* all have method parameters which contain *Student* objects. This makes *Sorter* dependent on *Student* because if the code in *Student* changes, it could require changes to the code in *Sorter*.

6 Additional Project Requirements

1. Format your code neatly. Use proper indentation and spacing. Study the examples in the book and the examples the instructor presents in the lectures and posts on the course website.
2. Put a comment header block at the top of each method formatted thusly:

```
/**
 * A brief description of what the method does.
 */
```

3. Put a comment header block at the top of each source code file formatted thusly:

```
//*****
// CLASS: classname (classname.java)
//
// DESCRIPTION
// A description of the contents of this file.
//
// COURSE AND PROJECT INFO
// CSE205 Object Oriented Programming and Data Structures, semester and year
// Project Number: project-number
//
// AUTHOR: your-name, your-asurite-id, your-email-addr
//*****
```

Fig.1 Project 2 UML Class Diagram

