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Exercise Section 2

Exercise 1, Part 2:

Requirements: What is Clinton’s email asking?

* His email is asking the receiver to RSVP to a computer history exhibit on Friday at 5pm.

Designing a plan: What do you need to consider before going out?

* You need to consider if you are available during that time and are willing to go.

Implementing the plan: What actions do you take?

* Either turn down the offer or accept the offer and plan to attend the outing.

Testing: How do you know the plan worked?

* Go by Clinton’s response: if you turned him down, he will likely respond “okay, next time”, if you accept, Clinton will be pleased to see you at the outing.

Exercise 2, part 2: Imagine what might happen to your night at the museum if a particular step were forgotten:

Requirements: People make other plans

Designing a plan: People will go to different places and not meet up at the right time

Implementing the plan: People will go on the wrong train or get lost

Testing: People will end up in a place different from the museum.

Exercise 3, Part 1

08-16-13.jar game:

Graphical user interface

Description automatically generated

08-22-13.jar game: A picture containing diagram

Description automatically generated

09-27-13.jar game:

A screenshot of a game

Description automatically generated with medium confidence

10-16-13.jar game: Graphical user interface

Description automatically generated

11-21-13.jar game: A screenshot of a game

Description automatically generated with medium confidence

Section 2-2

Exercise 1, part 1:

Graphical user interface, text

Description automatically generated

Exercise 1, part 2: Graphical user interface, text, application

Description automatically generated

Exercise 1, part 3: Graphical user interface, text, application

Description automatically generated

Exercise 2: Graphical user interface, text, application

Description automatically generated

Exercise 3:

A picture containing graphical user interface

Description automatically generated

You can add breakpoint at line 5 in the “drawlegs” method to see the legs drawn one line at a time. When you comment out lines portions of the cat are missing in the output.

Section 2-3

Exercise 2, part 1:

Machine1, Machine2, Machine3

Exercise 2, part 2:

Machine1

Properties:

1. US currency
2. Maximum 20 coins at a time
3. Penny, Nickel, Dime, and Quarters

Behaviors:

1. Sorts US currency
2. Rejects non-us currency
3. Print receipt of total coins sorted