

## Lab 1 Data Structures and Algorithms

Lab Report for Lab #1

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Class Name	Class Description	Compiles? (Y/N)	Tested? (Y/N)
LogReader	Main class — will call FileUtility to get a valid file and for every line parsed will call the individual player instance methods. Runs the program.	Y	Y
Player	Contains properties for actual and temporary values. Method <i>ProcessScore</i> loads and calculates values and stores them into temporary or returns a error. Method <i>CommitScore</i> is called if there was no error loading the data for all players. This method updates the actual values.	Y	Y
FileUtility	Utility class for checking and getting scanner objects for valid files.	Y	Y
StringUtility	Utility class which has a static method for getting tokens from the string or splitting a string that has a delimiter.	Y	Y

Log file name	What is being tested?	Correct Output? (Y/N)
BowlingLog.txt	The valid values given on the lab were inputted here and were tested.	Y
NoOfPlayerIsMoreThanAllowed.txt	Tests that an error message displays when more players than allowed are entered.	Y
AlphabetForNoOfPlayers.txt	Tests that an error message is displayed when a letter of the alphabet is inputted instead of a number.	Y

MissingScoreOfPlayers.txt	Tests that the program skips the lines which do not have pin scores for the # of players entered on line 1. (Also displays error message.)	Y
InvalidValueForPins.txt	Tests that the program skips the lines for all players where either player does not have a valid (between 0 to 9) value for the pin scores. (Also displays error message.)	Y