

Project 0: Project Skills Check

DUE: Sunday, January 31st at 11:59pm (NO LATE SUBMISSIONS)

Setup

- Download the `p0.zip` and unzip it. This will create a folder `section-yourGMUUserName-p0`.
- Rename the folder replacing `section` with the `DL1`, `DL2`, `003`, etc. based on the lecture section you are in.
- Rename the folder replacing `yourGMUUserName` with the first part of your GMU email address.
- After renaming, your folder should be named something like: `DL1-krusselc-p1`.
- Complete the `readme.txt` file (an example file is included: `exampleReadmeFile.txt`).

Submission Instructions

- Make a backup copy of your user folder!
- Remove all test files, jar files, class files, etc.
- You should just submit your java files and your `readme.txt`
- Zip your user folder (***not just the files***) and name the zip `section-username-p0.zip` (***no other type of archive*** – no rars, 7zips, etc.) following the same rules for `section` and `username` as described above.
 - The submitted file should look something like this:
`001-krusselc-p1.zip --> 001-krusselc-p0 --> AppleOrange.java`
`BoxUsageDemo.java`
`SingleItemBox.java`
- Submit to blackboard. **DOWNLOAD AND VERIFY WHAT YOU HAVE UPLOADED THE RIGHT THING. *Submitting the wrong files will result in a 0 on the assignment!***

Basic Procedures

You must:

- Have code that compiles with the command: `javac *.java` in your user directory
- Have code that runs with the following command for part 1: `java BoxUsageDemo`
- Have code that runs with the following command for part 2: `java AppleOrange [number]`

You may:

- Add additional methods and variables not specifically mentioned in the project description, however these methods and variables **must be private**.

You may NOT:

- Make your program part of a package.
- Add additional public methods or variables.
- Use any built in Java Collections Framework classes anywhere in your program (e.g. no `ArrayList`, `LinkedList`, `HashSet`, etc.).
- Use any arrays anywhere in your program (except `args` in `main()`).
- Add any additional import statements (or use the “fully qualified name” to get around adding import statements).
- Add any additional libraries/packages which require downloading from the internet.

Grading Rubric

Due to the complexity of this assignment, an accompanying grading rubric pdf has been included with this assignment. Please refer to this document for a complete explanation of the grading.

Overview

This project should be very straight forward and take only an hour or so to implement if you have all the prerequisite knowledge from the prior courses. However, if it's been a while since you took CS211, or if you took CS211 at another university, or even if you just didn't get the best grade you could have in that class, you may have additional "catching up" to do. Below are the major topics required to complete this assignment and links to resources to help you with them:

1. **Basic Java Programming** – this is required, and you need to have *at least one additional semester* of programming under your belt to be successful in CS310. If you're not quite comfortable:
 - a. Review chapters 1-4 in our textbook (Weiss).
 - b. Review the following Java Tutorials:
 - i. Trail: Getting Started: <https://docs.oracle.com/javase/tutorial/getStarted/index.html>
 - ii. Trail: Learning the Java Language: <https://docs.oracle.com/javase/tutorial/java/index.html>
 - iii. Trail: Essential Classes (for exceptions and basic I/O): <https://docs.oracle.com/javase/tutorial/essential/index.html>
 - c. For writing JavaDocs, see:
 - i. This tutorial: <https://www.baeldung.com/javadoc>
 - ii. The official JavaDoc documentation: <https://www.oracle.com/technetwork/java/javase/documentation/index-137868.html>
2. **Using a Terminal / Command Line** – this is a required skill for every *programmer*, not just everyone in CS310. For this class all you really need to be comfortable changing directories, compiling and running java programs, and providing/using command line arguments in Java. Here are some quick references for both OS systems:
 - a. Table of simple commands in Windows/Linux: https://ftp.kh.edu.tw/Linux/Redhat/en_6.2/doc/gsg/ch-doslinux.htm
 - b. Working with command line arguments (for/from Java): <https://docs.oracle.com/javase/tutorial/essential/environment/cmdLineArgs.html>

If you're interested in specific topics, the textbook has a table of contents (in the front) and an index (in the back), but here are some quick references for topics that will definitely play a role in this particular assignment:

- Basics of Objects and References (pg. 30)
- Strings (pg. 35)
- Command Line Arguments (pg. 45)
- Exception Handling (pg. 47)
- Input and Output (pg. 51)
- JavaDocs (pg. 73)
- Generics (pg. 150)
- Local Classes (pg. 161)

Requirements

An overview of the requirements is below, please see the grading rubric for more details.

- **Implementing the classes** - You will need to implement required classes/methods.
- **Style** – You must follow the coding and conventions specified by the style checker.
- **JavaDocs** - You are required to write JavaDoc comments for all the required classes and methods.

JavaDocs?? Style Checker?? Yes, as you may often be asked to do this in a professional setting. You'll need to document your code correctly and conform to a given code style (many companies have their own style requirements, but there are also some standard ones like Sun and Google). We are using a subset of the Google standard for this class.

TL;DR You need to know some things to be successful in this class. You (hopefully) learned them in CS211. This project checks that. There are resources and links if you need help. If you can't do something, learn now!

Part 1: Make a box that can hold anything

This first part checks that you know how to use generics, write JavaDocs, and use the basic command line tools you'll use throughout the semester.

You need to write a class called **SingleItemBox** (in a file called **SingleItemBox.java** that you create). This class has a constructor that takes a single item (of any type) and puts it in the box. You also need a method called **getItem()** which provides the item back to the user but does not remove it from the box (this is an “accessor”, if you remember, sometimes called a “getter”). Make sure to comment your code *as you go* in proper JavaDoc style.

To check that you've got the right idea, we've provided a class called **BoxUsageDemo.java** which shows creating three different boxes that store different things (an apple, a banana, and a cat). You should not alter this class to “make it work”, but rather alter your box to allow the provided code to work. You can use the command "**java BoxUsageDemo**" to run the testing code defined in **main()**. You could also edit this **main()** to perform additional testing (we won't be using **BoxUsageDemo** for testing, it's just a demo for you).

Note that JUnit test cases will not be provided for **SingleItemBox**, but feel free to create JUnit tests for yourself. A part of your grade *will* be based on automatic grading using test cases made from the specifications provided.

TL;DR You're making a box (SingleItemBox**) and using JavaDoc comments. There's test code in **BoxUsageDemo**.**

Checking That You've Got Style

Every professional developer needs to adhere to a coding style (indentation, variable naming, etc.). This is non-optional in 99.99999% of professional settings (aka. “jobs”). Normally, in school, a grader checks your style manually, but this is very inefficient since you only get feedback after your project is completed (not while you're writing), and it's very hard for someone to manually check these things.

We're going to help move you along the path to “coding with style” this semester. We have provided you with a command line tool that checks your style for you: **checkstyle** (<https://checkstyle.org>). This tool has plugins for Eclipse, NetBeans, jGRASP, and many others (see their website), but there is also a command line interface (CLI) which has been provided with this project (**checkstyle.jar**). This automatic checker is similar to ones used at large companies (like Google, Oracle, and Facebook). If you're curious, we're using a subset of Google's style requirements for this class.

The provided **cs310code.xml** checks for common coding convention mistakes (such as indentation and naming issues). You can use the following to check your style:

```
java -jar checkstyle.jar -c [style.xml file] [userDirectory]/*.java
```

For example, for a user directory 001-krusselc-p0 checking for JavaDoc mistakes I would use:

```
java -jar checkstyle.jar -c cs310code.xml 001-krusselc-p0/*.java
```

Note: if you have a lot of messages from **checkstyle**, you can add the following to the end of the command to output it to a file called out.txt: **> out.txt**

If checkstyle finds nothing wrong you'll see “Starting audit... Audit done.” and nothing else.

Checking Your JavaDoc Comments

You should verify that your JavaDoc comments adhere to the proper format (especially if you're new to writing JavaDocs). We've provided a second **checkstyle** file (**cs310comments.xml**) that looks for JavaDoc issues and in-line comment indentation issues. You can run it the same way as **cs310code.xml**, for example:

```
java -jar checkstyle.jar -c cs310comments.xml 001-krusselc-p0/*.java
```

TL;DR There are some tools you need to try out. They are provided. They help you code more professionally.

Part 2: Fruit and Numbers

This second part of the project checks that you know how to use command line arguments and write basic Java code (including exception handling), and it gives you more practice writing JavaDocs and using `checkstyle`. You'll also be able to see and use JUnit tests (such as the ones we use when grading).

Specification: Write a program (`AppleOrange`, that lives in `AppleOrange.java`). This program should print the numbers from 1 to X (inclusive), space separated, but for multiples of 3 print "apple" instead of the number, for multiples of 7 print "orange" instead of the number, and for the multiples of both 3 and 7 print "appleorange" (no space) instead of the number. X is a command line argument to the program. Don't forget to document as you go. Example program run (coloring added for readability):

```
> java AppleOrange 10
1 2 apple 4 5 apple orange 8 apple 10

> java AppleOrange 25
1 2 apple 4 5 apple orange 8 apple 10 11 apple 13 orange apple 16 17 apple 19 20
appleorange 22 23 apple 25

> java AppleOrange 50
1 2 apple 4 5 apple orange 8 apple 10 11 apple 13 orange apple 16 17 apple 19 20
appleorange 22 23 apple 25 26 apple orange 29 apple 31 32 apple 34 orange apple 37
38 apple 40 41 appleorange 43 44 apple 46 47 apple orange 50
```

Checking for Invalid Input

Your program should print the following (exactly) if the command line argument is missing, if the argument is not a positive number, or if too many arguments are given. This message should be sent to `System.err` not `System.out`.

Example commands which generate this error:

```
> java AppleOrange
> java AppleOrange 0
> java AppleOrange 1 1
> java AppleOrange apple
```

Error message:

```
One positive number required as a command line argument.
Example Usage: java AppleOrange [number]
```

Exactly Matching Output

Seven unit tests have been provided to automate checking that you are exactly matching the output required (`AppleOrangeTest.java`) since it is hard to eyeball differences in text. To run these tests, navigate to the directory *above* your user directory (from your user directory type `cd ..` to go up one directory) and do the following...

Compile and run the tests with the following in Windows:

```
javac -cp .;junit-4.11.jar;[userDirectory] AppleOrangeTest.java
java -cp .;junit-4.11.jar;[userDirectory] AppleOrangeTest
```

Or for Linux/Mac, replace all the semicolons with colons in the classpath:

```
javac -cp .:junit-4.11.jar:[userDirectory] AppleOrangeTest.java
java -cp .:junit-4.11.jar:[userDirectory] AppleOrangeTest
```

Check Your Style and JavaDocs

Run both `checkstyle` files again on this new program to verify you got those basics down.

TL;DR You need to make a program (`AppleOrange`) with exactly output. JUnit tests are provided (`AppleOrangeTest`).

Command Reference

All commands are from inside your user folder and assume you left the style items and dictionaries in an outer folder (since you unzipped project0.zip into a single place as suggested and didn't move around any files).

From *in* your user directory:

```
Compile:          javac *.java
Run Part 1:       java BoxUsageDemo
Run Part 2:       java AppleOrange [number]
Compile JavaDocs: javadoc -private -d ../docs *.java
```

From *above* your user directory:

```
Style Checker:    java -jar checkstyle.jar -c cs310code.xml [userDirectory]/*.java
Comments Checker: java -jar checkstyle.jar -c cs310comments.xml [userDirectory]/*.java
Compile Unit Tests: javac -cp .;junit-4.11.jar;[userDirectory] AppleOrangeTest.java
Run Unit Tests:   java -cp .;junit-4.11.jar;[userDirectory] AppleOrangeTest
```

Or for Linux/Mac users, make sure that you use `:` instead of `;` for the classpath (the argument to `-cp`).