Luis Alcantar Assignment –D Proof & Repot

Handle Exception ShotNotInRangeException :

Welcome to Battleships.

Today's board is 6x6.

If you would like to change it, please enter the desired size.

5

Please enter your shot.

5 7

shot parsed as 5 7

ShotNotInRangeException: The shot was no in the range of the boad size

Please Provide a new Coordinates

Please enter your shot.

4 9

shot parsed as 4 9

ShotNotInRangeException: The shot was no in the range of the boad size

Please Provide a new Coordinates

Please enter your shot.

2 6

shot parsed as 2 6

ShotNotInRangeException: The shot was no in the range of the boad size

Please Provide a new Coordinates

Please enter your shot.

4 2

shot parsed as 4 2

You shot at 4 2, where there was a S.

Please enter your shot.

shot parsed as 0 0

You shot at 0 0, where there was a R.

Please enter your shot.

Cheat code “99” :

Welcome to Battleships.

Today's board is 5x5.

If you would like to change it, please enter the desired size.

9

Please enter your shot.

2 0

shot parsed as 2 0

You shot at 2 0, where there was a S.

Please enter your shot.

99

3 0

Please enter your shot.

3 0

shot parsed as 3 0

You shot at 3 0, where there was a B.

Please enter your shot.

0 0

shot parsed as 0 0

You shot at 0 0, where there was a R.

Please enter your shot.

Report:

The code for this lab was very readable, and because is all the duties are separate and the code has a good modularity it will be easy reused for future modifications. The code for previous labs fail to the DRY(don’t repeat your self) principle and it was not brake in modules as the code for assignment –d is.

The exception for this lab was no complicates, I create a new Exception ShotNotInRangeException that extends Exceptions, this exception is throw every time the user wants to shot outside of the limits of the matrix or boardgame, and is handle in the method processShot() from Test1.java.I handle the method by calling the method that gets the user input, the user input a wrong coordinate it will take it back to the same method until it puts a correct coordinate.

The cheat code id also implement in the method processShot() because in that method its where it can be interrupt the communication between Test1.java and beardGame.java and if the input is 99 it calls a the method cheatCode in BoardGame.java.