CSC 230 Elementary Data Structures and Algorithms Spring 2014 - Assignment 3 Due Friday, February 21, 2014, 8:00am

Assignment 3 Skills

Using Inheritance
Understanding Polymorphism
Understanding Class design
Using an Interface to define behaviors for a class

Assignment 3 Background

For this assignment, you will write several classes that model different types of sequences. Recall:

- 1. An arithmetic sequence is a sequence that has a constant difference between terms. Given the first term and the constant difference, you can find any term in the sequence.
- 2. A geometric sequence is a sequence that has a constant ratio between terms. Given the first term and the constant ratio, you may find any term in the sequence.
- 3. The Fibonacci sequence is a sequence where each term in the sequence is the sum of the two terms that precede it. The first two terms in the Fibonnaci sequence are 0 and 1.
 - *We will create a generalized Fibonacci sequence*

Assignment 3 Requirements

- 1. (10%) Write an interface called SequenceOps. This interface will define behavior for objects that have sequential properties. This interface should have the following methods defined:
 - (a) A method that gets the nth term in a sequence. This method requires a parameter for n and returns the nth term.
 - (b) A method that sums the first n terms in the sequence. This method requires a parameter for n and returns the sum of the first n terms.
- 2. (15%) Write an abstract class called Sequence. This class defines properties and methods that all sequences will have. This class **must** implement the SequenceOps interface. This class should include the following:
 - (a) a private field for the first term in the sequence, type: double.
 - (b) a default constructor that sets the first term to 1.
 - (c) a constructor that sets the first term using a parameter value.
 - (d) A method that returns the first term in the sequence.
 - (e) A toString method that returns a String of the first 10 terms in a sequence in a comma delimited list.

- 3. (15%) Write a class called ArithmeticSequence that extends the Sequence class and implements the SequenceOps interface. This class should include the following:
 - (a) a private field for the common difference.
 - (b) a default constructor that initializes the first term to 1 and the common difference to 0.
 - (c) a constructor that uses parameters to initialize the common difference and the first term.
- 4. (15%) Write a class called GeometricSequence that extends the Sequence class and implements the SequenceOps interface. This class should include the following:
 - (a) a private field for the common ratio.
 - (b) a default constructor that initializes the first term to 1 and the common ratio to 1.
 - (c) a constructor that uses parameters to initialize the common ratio and the first term.
- 5. (15%) Write a class called FibonacciSequence that extends the Sequence class and implements the SequenceOps interface. This class should include the following:
 - (a) a private field for the second term.
 - (b) a default constructor that initializes the first term to 0 and the second term to 1.
 - (c) a constructor that uses parameters to initialize the the first and second terms.
- 6. (20%) Write a main method in a file called SequenceTest.java. Your main method should:
 - (a) Create a Sequence variable
 - (b) Read from the input file SEQ.dat, which is formatted as follows:
 - i. The first item on a line is a letter that represents the type of sequence (A, G, or F).
 - ii. the second item on a line is a double value that represents the first term in the sequence.
 - iii. the thrid item on a line is a double value that represents either the common difference, common ratio, or second term, depending on the type of sequence.
 - (c) Use toString and other methods to produce the output in the following format (for each line of input):
 - i. Print to standard out: 'The first 10 terms in the sequence are:'
 - ii. Print to standard out a comma-delimited list of the first 10 terms.
 - iii. Print to standard out: 'The sum of the first 5 terms =' the sum of the first 5 terms.
- 7. (10%) Provide comments where appropriate

Assignment 3 Restrictions

- 1. (-10) Do not use any reference variables for ArithmeticSequence, GeometricSequence, or FibonacciSequence. Use only a single Sequence variable in you main method.
- 2. (-10) Do not override toString method in ArithmeticSequence, GeometricSequence, or FibonacciSequence class.
- 3. (-5) The toString method must return a String and cannot print to standard out. All printing should be done in the main method.
- 4. (-10) Do not use recursion.

Assignment 3 Submission Submit on Blackboard:

- 1. SequenceOps.java
- 2. Sequence.java
- $3. \ Arithmetic Sequence. java$
- 4. GeometricSequence.java
- 5. FibonacciSequence.java
- 6. SequenceTest.java

Required Each submitted file should include your name and a statement that this is your own work. This should appear as a comment at the beginning of any code file.