

Intro to Java Week 5 Coding Assignment

URL to GitHub Repository:
URL to Public Link of your Video:

Instructions:

- 1. Follow the **Coding Steps** below to complete this assignment.
 - In Eclipse, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed.
 - Create a new repository on GitHub for this week's assignment and push your completed code to this dedicated repo.
 - Create a video showcasing your work:
 - In this video: record and present your project verbally while showing the results of the working project.
 - <u>Easy way to Create a video</u>: Start a meeting in Zoom, share your screen, open Eclipse
 with the code and your Console window, start recording & record yourself
 describing and running the program showing the results.
 - Your video should be a maximum of 5 minutes.
 - · Upload your video with a public link.
 - <u>Easy way to Create a Public Video Link</u>: Upload your video recording to YouTube with a public link.
- 2. In addition, please include the following in your Coding Assignment Document:
 - The URL for this week's GitHub repository.
 - The URL of the public link of your video.
- 3. Save the Coding Assignment Document as a .pdf and do the following:
 - Push the .pdf to the GitHub repo for this week.
 - Upload the .pdf to the LMS in your Coding Assignment Submission.

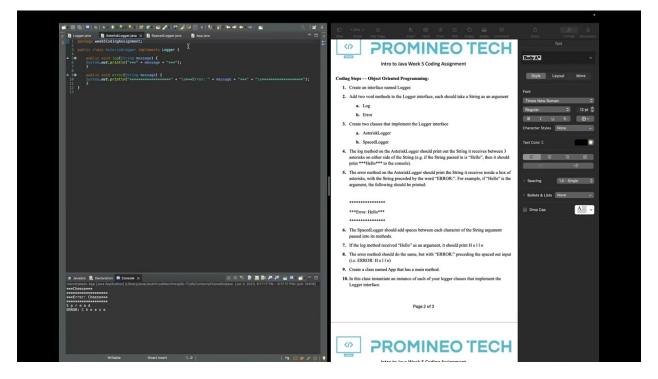
GitHub repo: https://github.com/mchin1231/Week05Project

YouTube video:



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Coding Steps — Object Oriented Programming:

- 1. Create an interface named Logger.
- 2. Add two void methods to the Logger interface, each should take a String as an argument
 - a. Log
 - **b.** Error
- 3. Create two classes that implement the Logger interface
 - a. AsteriskLogger
 - b. SpacedLogger
- **4.** The log method on the AsteriskLogger should print out the String it receives between 3 asterisks on either side of the String (e.g. if the String passed in is "Hello", then it should print ***Hello*** to the console).



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5. The error method on the AsteriskLogger should print the String it receives inside a box of asterisks, with the String preceded by the word "ERROR:". For example, if "Hello" is the argument, the following should be printed:

Error: Hello	

- **6.** The SpacedLogger should add spaces between each character of the String argument passed into its methods.
- 7. If the log method received "Hello" as an argument, it should print Hello
- **8.** The error method should do the same, but with "ERROR:" preceding the spaced out input (i.e. ERROR: H e 11 o)
- **9.** Create a class named App that has a main method.
- **10.** In this class instantiate an instance of each of your logger classes that implement the Logger interface.
- 11. Test both methods on both instances, passing in Strings of your choice.