

Spring 2017 CS151 Section 6

Instructor: Dr. Angus Yeung

Assignment 2

Soft copy due: Refer to Canvas

No hard copy submission is required.

In this assignment, you will solve exercises from the textbook. Do the following exercises and submit your solutions and test programs. Create directories 4.4, 4.6... 4.20, and save your solutions and test programs in the corresponding directories.

- Exercise 4.4 Write `BankAccountTester.java` that sorts an `arraylist` of bank accounts.
- Exercise 4.6 Write a test program called `MaximumTester.java`.
- Exercise 4.8 Write a test program called `FilterTester.java`.
- Exercise 4.10 Write a test program called `RectangleTester.java`.
- Exercise 4.12 Write a test program called `CountryTester.java`
- Exercise 4.14 Write a test program called `ButtonTester.java`
- Exercise 4.18 Write a test program called `ClockTester.java`
(Clock arms do not have to move.)
- Exercise 4.20 Write a test program called `CarTester.java`
- Exercise 4.22 Write a test program called `AnimationTester.java`

Submit all tester programs and all relevant classes to run tester programs. Zip working directories 4.x to `hw2.zip`, and submit the zip file to Assignment #2 on Canvas.