ENSF 607 – Fall 2021

Lab 2 – Monday, September 27

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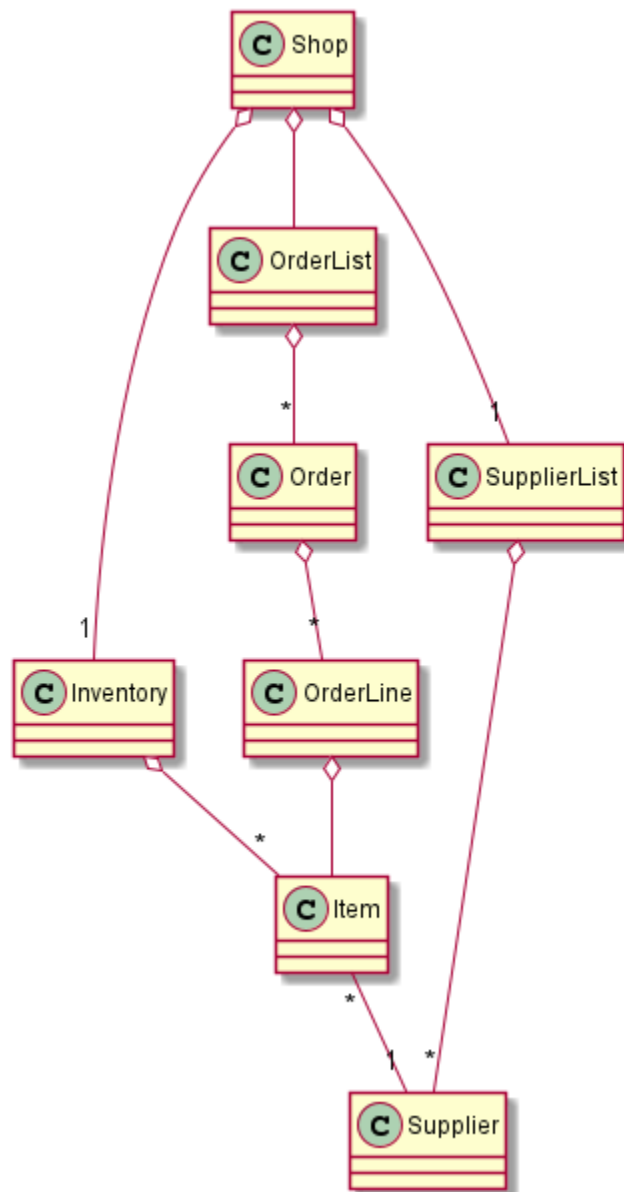
Submission date: September 27, 2021

Exercise 2 - Execution Screenshot


```
Git Bash: /d/GitHub/university-calgary/ENSF-607/a2-modelling/Exercise_2

zbhavyai@mi-notebook Exercise_2 (main)$ ls -R
.:
src/

./src:
Drawing.java  Line.java  Point.java  Polygon.java
zbhavyai@mi-notebook Exercise_2 (main)$ javac -sourcepath src -d bin src/*java
zbhavyai@mi-notebook Exercise_2 (main)$ java -cp bin Drawing
The lines in polygon 1 are:
 Line 1: starts at (20, 30), and ends at (50, 100)
 Line 2: starts at (50, 100), and ends at (105, 30)
 Line 3: starts at (105, 30), and ends at (20, 30)
The perimeter of the polygon 1 is 250.18:
The lines in polygon 2 are:
 Line 4: starts at (120, 130), and ends at (150, 200)
 Line 5: starts at (150, 200), and ends at (200, 130)
 Line 6: starts at (200, 130), and ends at (120, 130)
The perimeter of the polygon 2 is 242.18:
The lines in polygon 3 are:
 Line 7: starts at (320, 330), and ends at (250, 400)
 Line 8: starts at (250, 400), and ends at (400, 330)
 Line 9: starts at (400, 330), and ends at (320, 330)
The perimeter of the polygon 3 is 344.52:
zbhavyai@mi-notebook Exercise_2 (main)$
```

Exercise 3 - UML Diagram

Exercise 4 - Execution Screenshot


```
Git Bash: /d/GitHub/university-calgary/ENSF-607/a2-modelling/Exercise_4        —    □    ✕

zbhavyai@mi-notebook Exercise_4 (main)$ ls -R
.:
src/

./src:
Board.java  Constants.java  Game.java  Player.java  Referee.java
zbhavyai@mi-notebook Exercise_4 (main)$ javac -sourcepath src -d bin src/*java
zbhavyai@mi-notebook Exercise_4 (main)$ java -cp bin Game

Please enter the name of the 'X' player: Butcher

Please enter the name of the 'O' player: Homelander
        |col 0|col 1|col 2
        +-----+-----+-----+
        |     |     |     |
  row 0 |     |     |     |
        |     |     |     |
        +-----+-----+-----+
        |     |     |     |
  row 1 |     |     |     |
        |     |     |     |
        +-----+-----+-----+
        |     |     |     |
  row 2 |     |     |     |
        |     |     |     |
        +-----+-----+-----+
Butcher, what row should your next X be placed in? : 2
Butcher, what column should your next X be placed in? : 0
        |col 0|col 1|col 2
        +-----+-----+-----+
```

Exercise 4 - Generating Javadoc screenshot

```
Git Bash: /d/GitHub/university-calgary/ENSF-607/a2-modelling/Exercise_4                    —    □    ✕

zbhavyai@mi-notebook Exercise_4 (main)$ javadoc -cp . -sourcepath src -d doc src/*java
Loading source file src\Board.java...
Loading source file src\Constants.java...
Loading source file src\Game.java...
Loading source file src\Player.java...
Loading source file src\Referee.java...
Constructing Javadoc information...
Creating destination directory: "doc\"
Standard Doclet version 11.0.11
Building tree for all the packages and classes...
Generating doc\Board.html...
Generating doc\Constants.html...
Generating doc\Game.html...
Generating doc\Player.html...
Generating doc\Referee.html...
Generating doc\package-summary.html...
Generating doc\package-tree.html...
Generating doc\constant-values.html...
Building index for all the packages and classes...
Generating doc\overview-tree.html...
Generating doc\index-all.html...
Building index for all classes...
Generating doc\allclasses-index.html...
Generating doc\allpackages-index.html...
Generating doc\deprecated-list.html...
Building index for all classes...
Generating doc\allclasses.html...
Generating doc\allclasses.html...
Generating doc\index.html...
Generating doc\help-doc.html...
zbhavyai@mi-notebook Exercise_4 (main)$
```