

VectorOperations

You are given a Java project which includes three files: *Signal.java*, *CreateAndTestSignals.java* and *AdvancedSignal.java*.

CreateAndTestSignals.java is the class that includes the run method and that is already implemented. As you would see in the implementation, *CreateAndTestSignals* creates two 1x4 vectors, two 1x20 vectors and prints the contents of the vectors and result of their dot-product.

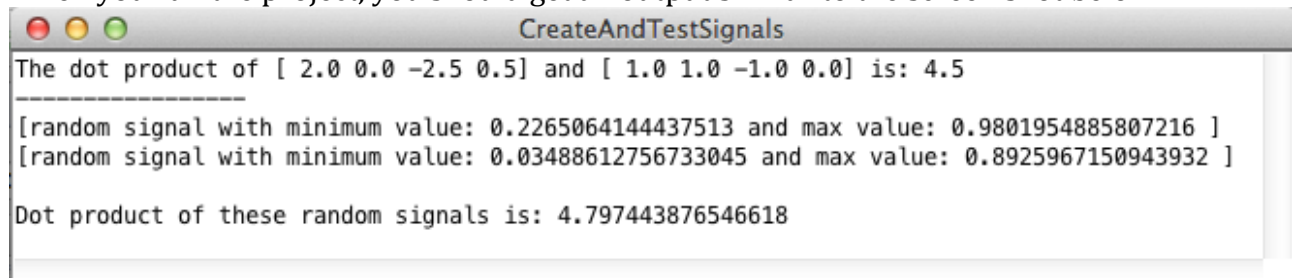
The *Signal* class has an instance variable that is a vector of doubles and has a method named `dotProduct` which is not implemented. **Your first task is to implement the `dotProduct` method.** `dotProduct` first multiplies the two vectors element by element, than sums up all the resulting values. *Ex:* `dotProduct` of [2 5] and [-1 3] will be performed by the operation: $2*(-1)+5*3=13$. This is similar to dot product in vector calculus with the only difference that the second vector does not need to be a column vector.

Your second task is to write the *AdvancedSignal* class.

The *AdvancedSignal* class should have two additional instance variables: `min` and `max`. You should implement getter and setter methods for these new variables as well as `findMax()` and `findMin()` methods that should find the min and max value and assign to the variables.

AdvancedSignal should include two constructors: one should accept a double-array (`double[]` array) as the super class, the second one should accept the length of the array (`int` size) and create an array carrying random values which will serve as the data. You should also implement a `toString` method for *AdvancedSignal*, which prints the max and min values as shown in the example below.

When you run the project, you should get an output similar to the screen shot below:



```
The dot product of [ 2.0 0.0 -2.5 0.5] and [ 1.0 1.0 -1.0 0.0] is: 4.5
-----
[random signal with minimum value: 0.2265064144437513 and max value: 0.9801954885807216 ]
[random signal with minimum value: 0.03488612756733045 and max value: 0.8925967150943932 ]

Dot product of these random signals is: 4.797443876546618
```

Since random signals will carry different values in each run, you should not expect to get exactly the same numbers but they should be to some level similar.

Hint:

For creating a random generator you can use:

```
static RandomGenerator rgen=RandomGenerator.getInstance();
```

For accessing the contents of the private variable `data`, you can use the public methods `getDataAtIndex()` and `getSignalLength()`.