

Course: CSC 340.04

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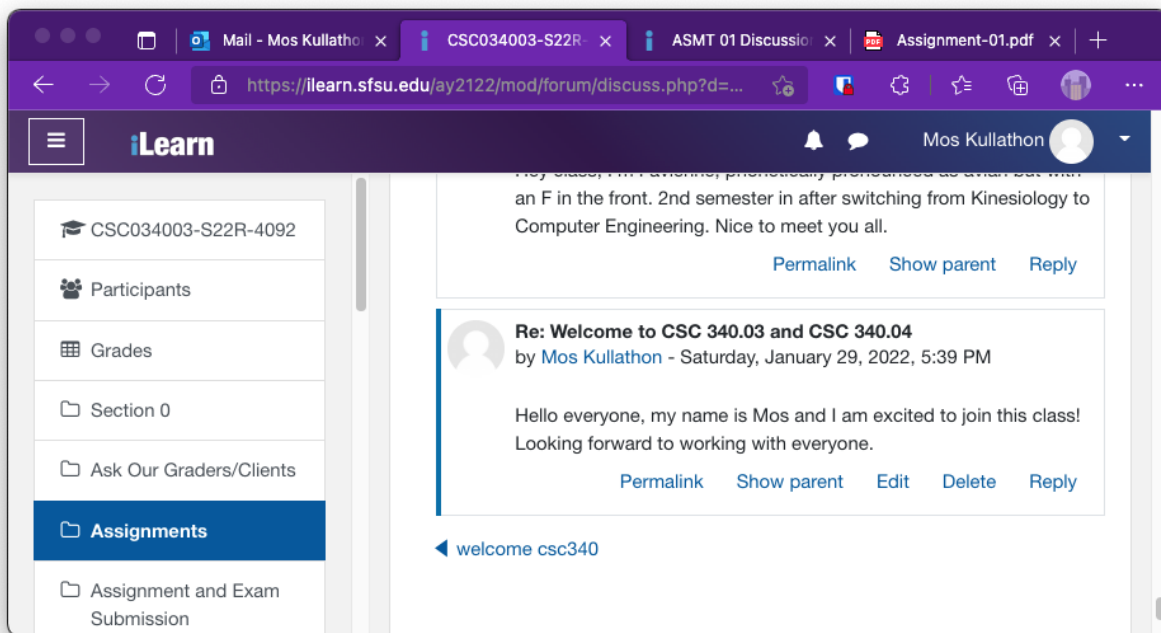
Teammate: n/a, **SFSU ID:** n/a

Assignment Number: 01

Assignment Due Date & Time: 01-31-2021 at 11:55 PM

PART A – Communication, 5 points

1. iLearn
 - a. Log in iLearn.
 - b. In “ASMT 1 Discussions” forum, please reply to the post “Welcome to CSC 340.03 and CSC 340.04”
 - c. Take a screenshot of your reply.
 - d. Include the screenshot in your assignment report.



2. Emailing

To answer A.2 questions, you may write: YES. This is to confirm that I ...

- a. Please write a statement here to confirm that you will use your SFSU email address (@mail.sfsu.edu) when contacting your grader and your course instructor so that your emails will not be filtered. Thank you.

YES. This is to confirm that I will use my SFSU email address when contacting my grader and my course instructor.

- b. Please write a statement here to confirm that when contacting your course instructor, you will start your email subject with this format: "CSC 340.03 TIC " or "CSC 340.04 TAC " so that you will get an answer timely. Thank you.

YES. This is to confirm that I will use a subject line starting with "CSC 340.04 TAC" for my email correspondence with the course instructor.

- c. Please confirm that if you do not get an answer within 24 hours, you will check if you sent your email properly. And in either case, you will kindly resend your email message. Thank you.

YES. This is to confirm that I will check if my email has been sent properly if I do not receive a response within 24 hours. And in either case, I will kindly resend the message.

3. Grader

We have one grader for each section of our class who grades our assignments.

Questions regarding assignments and assignment grades should be directed to the grader for your section.

- a. What is the URL of your grader's forum on iLearn?

<https://ilearn.sfsu.edu/ay2122/mod/forum/view.php?id=652006>

- b. What is your grader's full name?

Benjamin Kao

- c. What is your grader's SFSU email address? Please email your grader when you have questions.

bkao1@mail.sfsu.edu

4. Guidelines for All Assignment, Assignment Report Template, and all future guidelines

To answer A.4, you may write: YES. This is to confirm that I have carefully read, understood, and agreed to the Guidelines for ALL Assignments above and the Assignment Report Template. I will also carefully read, understood, and agree to any additional guidelines which the instructor and the grader(s) will provide. I will strictly follow all the instructions.

Please write a statement here to confirm that you have carefully read, understood, and agreed to the Guidelines for ALL Assignments above, the Assignment Report Template, and any future guidelines. If you have any questions, please list all of

them here then please email the course grader or the course instructor before the 2nd week of the semester to get an answer. Thank you.

YES. This is to confirm that I have carefully read, understood, and agreed to the Guidelines for ALL Assignments above and the Assignment Report Template. I will also carefully read, understood, and agree to any additional guidelines which the instructor and the grader(s) will provide. I will strictly follow all the instructions.

5. Course Policy on Student Conduct and Academic Honesty

To answer A.5, please write exactly:

YES. This is to confirm that I have carefully read, understood, and agreed to the Course Policy on Student Conduct and Academic Honesty which was distributed to me with the course syllabus and whose digital copy was shared with me on the File Manager. I am acutely aware that the policy includes, but is not limited to, the San Francisco State University's Code of Student Conduct (at <https://conduct.sfsu.edu/standards>), the Computer Science Department's Student Policies (at <https://cs.sfsu.edu/student-policies>), and the Honor Code of this course (at http://csc340.ducta.net/00-README-StudentConduct_AcademicHonesty.pdf). I will strictly follow all the rules.

Please write a statement here to confirm that you have carefully read, understood, and agreed to the Course Policy on Student Conduct and Academic Honesty which was distributed with the course syllabus and whose digital copy was

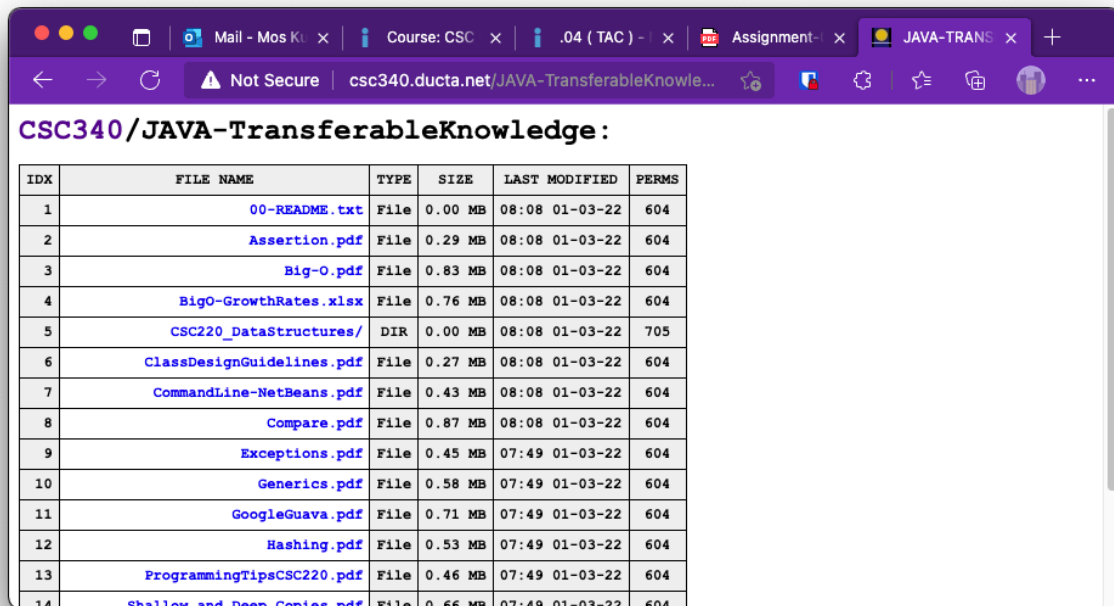
shared on the File Manager. You are acutely aware that the policy includes, but is not limited to, the San Francisco State University's Code of Student Conduct (at <https://conduct.sfsu.edu/standards>), The Computer Science Department's Student Policies (at <https://cs.sfsu.edu/student-policies>), and the Honor Code of this course (at http://csc340.ducta.net/00-README-StudentConduct_AcademicHonesty.pdf). You will honor and strictly follow all the rules. If you have any questions, please list all of them here then please email the course grader or the course instructor before the 2nd week of the semester to get an answer. Thank you.

YES. This is to confirm that I have carefully read, understood, and agreed to the Course Policy on Student Conduct and Academic Honesty which was distributed to me with the course syllabus and whose digital copy was shared with me on the File Manager. I am acutely aware that the policy includes, but is not limited to, the San Francisco State University's Code of Student Conduct (at <https://conduct.sfsu.edu/standards>), the Computer Science Department's Student Policies (at <https://cs.sfsu.edu/student-policies>), and the Honor Code of this course (at http://csc340.ducta.net/00-README-StudentConduct_AcademicHonesty.pdf). I will strictly follow all the rules.

PART B – File Manager, 2 points

1. Directory "JAVA-TransferableKnowledge"
 - a. Log in to the CSC 340 File Manager.
 - b. Locate the directory "JAVA-TransferableKnowledge" and check it out.

- c. Include a screenshot of this page in your report.



The screenshot shows a web browser window with multiple tabs. The active tab is titled 'CSC340/JAVA-TransferableKnowledge:'. The address bar shows the URL 'csc340.ducta.net/JAVA-TransferableKnowle...'. The page content displays a directory listing table with columns: IDX, FILE NAME, TYPE, SIZE, LAST MODIFIED, and PERMS. The table lists 14 items, including files like '00-README.txt', 'Assertion.pdf', 'Big-O.pdf', 'BigO-GrowthRates.xlsx', 'CSC220_DataStructures/', 'ClassDesignGuidelines.pdf', 'CommandLine-NetBeans.pdf', 'Compare.pdf', 'Exceptions.pdf', 'Generics.pdf', 'GoogleGuava.pdf', 'Hashing.pdf', 'ProgrammingTipsCSC220.pdf', and 'Shallow and Deep Copies.pdf'. All files have a permission of 604, except for the directory 'CSC220_DataStructures/' which has 705.

IDX	FILE NAME	TYPE	SIZE	LAST MODIFIED	PERMS
1	00-README.txt	File	0.00 MB	08:08 01-03-22	604
2	Assertion.pdf	File	0.29 MB	08:08 01-03-22	604
3	Big-O.pdf	File	0.83 MB	08:08 01-03-22	604
4	BigO-GrowthRates.xlsx	File	0.76 MB	08:08 01-03-22	604
5	CSC220_DataStructures/	DIR	0.00 MB	08:08 01-03-22	705
6	ClassDesignGuidelines.pdf	File	0.27 MB	08:08 01-03-22	604
7	CommandLine-NetBeans.pdf	File	0.43 MB	08:08 01-03-22	604
8	Compare.pdf	File	0.87 MB	08:08 01-03-22	604
9	Exceptions.pdf	File	0.45 MB	07:49 01-03-22	604
10	Generics.pdf	File	0.58 MB	07:49 01-03-22	604
11	GoogleGuava.pdf	File	0.71 MB	07:49 01-03-22	604
12	Hashing.pdf	File	0.53 MB	07:49 01-03-22	604
13	ProgrammingTipsCSC220.pdf	File	0.46 MB	07:49 01-03-22	604
14	Shallow and Deep Copies.pdf	File	0.66 MB	07:49 01-03-22	604

2. Directory “CPP-Reference”

- Log in to the CSC 340 File Manager.
- Locate the directory “CPP-Reference” and check it out.
- Include a screenshot of this page in your report.

CSC340/CPP-Reference:

IDX	FILE NAME	TYPE	SIZE	LAST MODIFIED	PERMS
1	00-README.txt	File	0.00 MB	07:49 01-03-22	604
2	01-WelcomePrograms/	DIR	0.00 MB	07:49 01-03-22	705
3	02-SimplePrograms/	DIR	0.00 MB	07:49 01-03-22	705
4	03-Selections/	DIR	0.00 MB	07:48 01-03-22	705
5	04-MathCharsStrings/	DIR	0.00 MB	07:48 01-03-22	705
6	05-Loops/	DIR	0.00 MB	07:48 01-03-22	705
7	06-Functions/	DIR	0.00 MB	07:48 01-03-22	705
8	07-1DArrayCStrings/	DIR	0.00 MB	07:48 01-03-22	705
9	08-MultiDArray/	DIR	0.00 MB	07:48 01-03-22	705
10	09-ObjectsClasses/	DIR	0.00 MB	07:48 01-03-22	705
11	10-OOPThinking/	DIR	0.00 MB	07:47 01-03-22	705
12	11-PointersDynamicMemoryManagement/	DIR	0.00 MB	07:47 01-03-22	705
13	12-TemplatesVectorsStacks/	DIR	0.00 MB	07:47 01-03-22	705
14	13-FileInputOutput/	DIR	0.00 MB	07:47 01-03-22	705

PART C – C++ IDE Installation, 4 points

*** The default IDE for our course is Microsoft Visual Studio Community, the latest version.

Windows Users:

1. Install the latest Community (Free) version of Microsoft Visual Studio:
 - Article: Install C++ support in Visual Studio
 - URL: <https://docs.microsoft.com/en-us/cpp/build/vscpp-step-0-installation>
2. Write the “Hello World” program:
 - Article: Create a C++ console app project
 - URL: <https://docs.microsoft.com/en-us/cpp/build/vscpp-step-1-create>

3. Take screenshots of your newly installed Microsoft Visual Studio IDE. The screenshots should show both the code and the output of your “Hello World” program.

Not applicable. I am using macOS, please see below for more.

4. Include your program in your assignment submission.

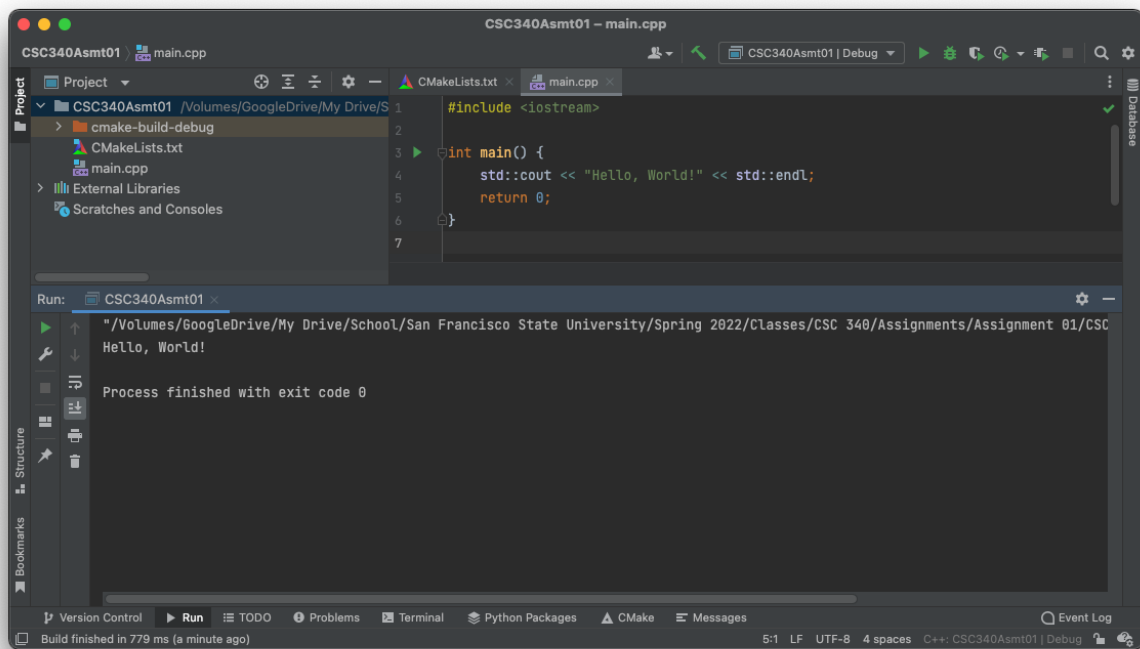
See PartC folder.

macOS and Linux Users:

- If we have no access to a Windows operating system, it is ok to do this part, Part C, of this assignment using CLion. We can also use an editor such as Visual Studio Code or Xcode with a C++ compiler.
- If we are not using the course’s default IDE to do any assignments, please go on iLearn and ask our graders before we start our assignments if your graders are OK with it.

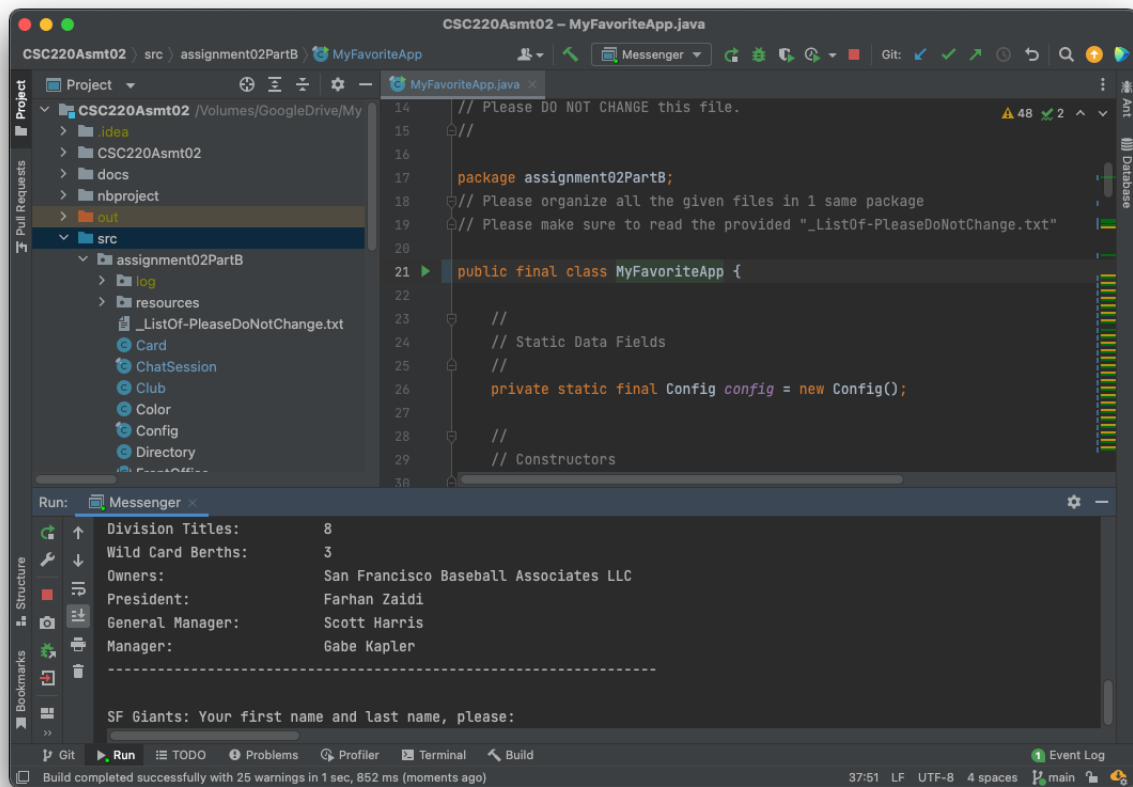
Thank you.

I am using macOS and do not have access to a version of Visual Studio Code that supports C++. As mentioned on Discord, below is a screenshot of CLion running the “Hello world” program.



PART D – JAVA Refreshment, 4 points

- Please change the name of a favorite Java program you wrote to “MyFavoriteApp.java” and run it.
- Take screenshots of your Java IDE windows. The screenshots should show both code and output.



- c. In half a page or more, outline how you would improve your program.

The project was done in quite a rush along with plenty of restrictions on what can and cannot be edited.

First, I would complete the localization for Thai for the program. As part of the extra credit, I decided to add additional support for internationalization to the program. While language support was part of the requirement for the original assignment, the way the strings are stored are simply hardcoded into the program and made in such a way that it would only support the default English language and the alien language. I extended the support by making use of Java's resource bundle to store the localized strings, but

did not end up localizing the entire program because of time constraints (on the plus side, it allowed me to demonstrate the fallback feature of resource bundles).

The implementation of resource bundle obviated the need for some of the provided starter code. However, due to restrictions on what can be edited or removed from the starter code, they remained in the program. If these restrictions weren't in place (and if I'd started the assignment earlier), I may have been able to refactor the code a lot more.

- d. Include your program in your assignment submission.

See PartD folder. Note that the content of the folder is the clone of the original repository, minus the original Git directory. The original repository can be found at <https://github.com/mosguinz-csc220-02/CSC220Asmt02>.

For convenience, you can also compile and run the project on repl.it at <https://replit.com/@mosguinz/CSC220Asmt02>.

- e. If you need assistance with Java or Java IDE, please use the resources posted on the File Manager and in the directory File Manager/WEEK-01