For: Dominic “Seth” Jones-Jackson

Assignment: Exercise 13.5 Enable GeometricObject comparable

GitHub URL: <https://github.com/sethveeper/Spring21_ProjectStarbucks>

Student: Please answer the questions, then use the Insert, Screenshot option in Word to snip an appropriate sample of your executing program’s output.

Copy the code from your .java file(s) into the code section below. Your code should match the code submitted in GitHub.

Be sure to review your graded assignment for instructor comments!

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| **Analysis** |
| Describe the problem, including input and output, in your own words |
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| **Design** |
| Describe the major steps for problem solving |
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| **Testing** |
| Phase one: Confirm appropriate implementation of Circle and Rectangle classes via “toString” method. Phase two: Confirm appropriate implementation of Comparable method via simple if/else statement. |
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| **Screenshot(s)** |
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| **Code** |
| No, I will not. There’s four different classes here. Go look at them on GitHub. You *may* have my “main” class only here.  (Also, strangely, Word won’t let me keep the original formatting. Hmm.) |
| /\*  Author: Dominic "Seth" Jones-Jackson (She/They)  Initialized on: February 2, 2021    Abstract: Implement Circles and Rectangles from the provided GeoObjects abstract class,  as well as the built-in Comparable interface.  \*/  package program;  public class Program {  public static void main(String[] args) {  System.out.println("Hello, fox. We're learning about shapes today.\n");  // Ope    Circle myCirc = new Circle(6.9);  Rectangle myRect = new Rectangle(4.2, 6.21);  // Here's our two objects.    System.out.println("My circle:\n" + myCirc.toString());  System.out.println("My rectangle:\n" + myRect.toString());  // A quick look at them.    // Time to compare. It's worth noting that, since compareTo() takes  // a GeoObject, each class can accept either one or the other as an input.    // (It does not, however, let me do what I thought it would and simply  // compare them with the normal operators. Bleh.)  if(myRect.compareTo(myCirc) > 0)  System.out.println("(As it happens, the rectangle is bigger.)");  else if (myCirc.compareTo(myRect) > 0)  System.out.println("(As it happens, the circle is bigger.)");  else  {  System.out.println("(As it happens, they're somehow the same size.)");  System.out.println("(Or something weird happened. IDK.)");  }  // End of If/Else block  }  // End of main method  }  // End of Program class |
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