

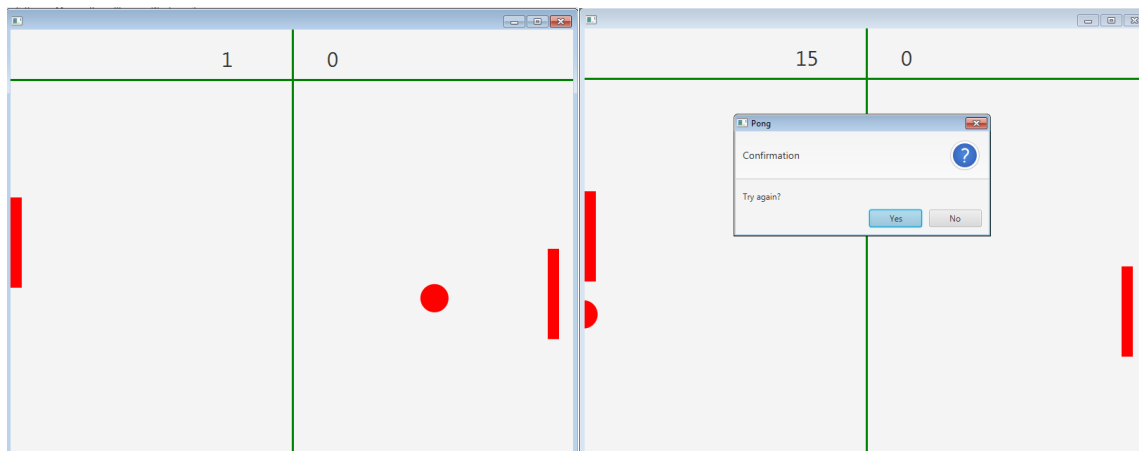
CSCI 3430.1 - Principles of Programming Languages

Assignment # 10

Solutions

Question 1

1. In this Assignment # 10, I re-wrote this game using Java with the same features of assignment 8 and 9
2. The original idea comes from
<http://www.dreamincode.net/forums/topic/39686-creating-a-fully-functional-pong-game/>.
But more functions are added according the assignment requirements.
3. When one side or the other gets to 15, a sound is played. This is implemented by using: `Toolkit.getDefaultToolkit().beep();` in Java.
4. A Alert will appear to ask the user if try or quit
5. The player's paddle is controlled by mouse
6. More details please see the comments in source code



Question 2

The first language is Java version 1.8.131.

The second language is C language using Cygwin 32 in windows 7 platform.

In the Java language, checking the input, the C language do the operation.

The screen shot are as follows, more details can be found in source code files.

```
$ javac Hello.java
```

```
$ javah -classpath . Hello
```

```
$ gcc -D __int64="long long" -c -I/cygdrive/c/jdk831/include -I/cygdrive/c/jdk831/include/win32 -I/cygdrive/c/FPC/csource helloc.c
```

```
$ gcc -fPIC -shared helloc.o -o helloc.dll
```

```
$ java -classpath . Hello  
Please enter three integers: 9 3 1  
The result(A/B-C) is: 2
```