

CPS 2232 - Data Structures

HW #1. Interfaces in Java.

Due Date: **Posted on Canvas**

Contents

1. Create an Interface Edible that has two methods: abstract method <code>howToEat()</code> and default method <code>howToCook()</code> – both return a String.	1
2. Create classes <code>Sushi</code> and <code>Soup</code> that both has at least one unique instance data field and an instance method (choose the data field and its type yourself).....	1
3. Add getters, setters and at least two constructors to both classes.	1
4. Add <code>toString()</code> method to both classes.	2
5. Both classes should implement the <code>Edible</code> Interface.....	2
6. Create two instances of <code>Sushi</code> and two instances of <code>Soup</code> and test all available functionality (all their methods). Create an array of size 4 and add all of these into this array.....	2
7. Self – tests.....	2

Note: you can change `Sushi` and `Soup` to other Food of your preference

1. Create an Interface `Edible` that has two methods: abstract method `howToEat()` and default method `howToCook()` – both return a String.

TASK 1. Provide a UML diagram of your Interface, provide all source-code in a form that can be copy-pasted (so I can run it, not a picture), provide program(s) output (if any) as a screenshot (an image).

2. Create classes `Sushi` and `Soup` that both has at least one unique instance data field and an instance method (choose the data field and its type yourself).

TASK 2. Provide all source-code in a form that can be copy-pasted (so I can run it, not a picture), test both of your classes, provide program(s) output (if any) as a screenshot (an image).

3. Add getters, setters and at least two constructors to both classes.

TASK 3. Provide all source-code in a form that can be copy-pasted (so I can run it, not a picture), test all new methods for both of your classes, provide program(s) output (if any) as a screenshot (an image).



Dreams don't work unless you do.

John C. Maxwell

4. Add toString() method to both classes.

TASK 4. Provide all source-code in a form that can be copy-pasted (so I can run it, not a picture), test the new method for both of your classes, provide program(s) output (if any) as a screenshot (an image).

5. Both classes should implement the Edible Interface.

TASK 5. Provide UML diagrams of your interface and both of your classes. Provide all source-code in a form that can be copy-pasted (so I can run it, not a picture), test the new method(s) for both of your classes, provide program(s) output (if any) as a screenshot (an image).

6. Create two instances of Sushi and two instances of Soup and test all available functionality (all their methods). Create an array of size 4 of type Edible and add all of these into the array.

TASK 6. Provide all the source-code in a form that can be copy-pasted (so I can run it, not a picture), print all 4 array elements using the for-each loop formatted as a table, provide program(s) output (if any) as a screenshot (an image).

7. Self – tests

Practice the following self-tests until you have at least 70% of questions answered correctly.

Provide a screenshot of results summary displayed after submission for both tests.

<https://liveexample-ppe.pearsoncmg.com/selftest/selftest12e?chapter=9&username=liang12e>

<https://liveexample-ppe.pearsoncmg.com/selftest/selftest12e?chapter=11&username=liang12e>

<https://liveexample-ppe.pearsoncmg.com/selftest/selftest12e?chapter=13&username=liang12e>

Hint: this test can be retaken many times – open it in another tab to start over.

TASK 7. Provide screenshots of the summary of all 3 self-tests. The Percentage of correct/right answers should be at least 70%.