

## Activity 4 - More Practice with IntelliJ: Implement the Circle class

For this activity you will be creating a new IntelliJ project starting with some existing source code.

### Starting up

- Go to <https://skiadas.github.io/SoftwareDevelopmentPracticumCourse/> and then *Schedule/Notes -> Activities for Day 1*.
- Go to Activity 4 and follow the source code<sup>1</sup> link.
- Right-click on either source code link (zip format), then download the file by selecting *Save as*. Be sure to save the file in your CS321 directory.
- Unzip the file to create a directory called “basicGraphing-WritingCircleAssignment”.
- In IntelliJ, select *File -> New -> Project from Existing Sources*.
- Rollow the Next buttons until you can choose a project name and location.
- Click Finish to accept the suggested project name and location.

### Implement the Circle class.

- Take a look around at the source code you have been given.
  - Notice that there are two packages (shape and ui) and a Main class at the top-level of the src folder.
  - The shape package contains two classes: Circle and Point.
- Try running the code:
  - Open “Main.java” and click on the green triangle to the left of public static void main... to try running the code.
- Code up the Circle class using the implementation we developed in **Activity 3**.
  - At this point, the build process should fail with lots of complaints about the Circle class, which still needs to be implemented.
- In “Circle.java”, add the mplementation for the Circle class that we developed in **Activity 3**.
- Once you get Main built and running, try out the simple interactive interface for testing the Circle class.

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<sup>1</sup><https://github.com/sdp-resources/basicGraphing/releases/tag/WritingCircleAssignment>