



# PROMINEO TECH

## Intro to Java Week 5 Coding Assignment

**URL to GitHub Repository:**

**URL to Public Link of your Video:**

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### Instructions:

1. Follow the **Coding Steps** below to complete this assignment.

- In Eclipse, or an IDE of your choice, write the code that accomplishes the objectives listed below. Ensure that the code compiles and runs as directed.
- Create a new repository on GitHub for this week's assignment and push your completed code to this dedicated repo.
- Create a video showcasing your work:
  - In this video: record and present your project verbally while showing the results of the working project.
  - Easy way to Create a video: Start a meeting in Zoom, share your screen, open Eclipse with the code and your Console window, start recording & record yourself describing and running the program showing the results.
  - Your video should be a maximum of 5 minutes.
  - Upload your video with a public link.
  - Easy way to Create a Public Video Link: Upload your video recording to YouTube with a public link.

2. In addition, please include the following in your Coding Assignment Document:

- The URL for this week's GitHub repository.
  - [CEI/MyFirstProject/Promineo\\_Tech/src.week05/src/log at main · sletko/CEI \(github.com\)](#)
- The URL of the public link of your video.
  - [CEI/Week5Assignment at main · sletko/CEI \(github.com\)](#)

3. Save the Coding Assignment Document as a .pdf and do the following:



## Intro to Java Week 5 Coding Assignment

- Push the .pdf to the GitHub repo for this week.
  - Upload the .pdf to the LMS in your Coding Assignment Submission.
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### Coding Steps — Object Oriented Programming:

1. Create an interface named `Logger`.
2. Add two void methods to the `Logger` interface, each should take a `String` as an argument
  - a. `Log`
  - b. `Error`
3. Create two classes that implement the `Logger` interface
  - a. `AsteriskLogger`
  - b. `SpacedLogger`
4. The `log` method on the `AsteriskLogger` should print out the `String` it receives between 3 asterisks on either side of the `String` (e.g. if the `String` passed in is “Hello”, then it should print `***Hello***` to the console).
5. The `error` method on the `AsteriskLogger` should print the `String` it receives inside a box of asterisks, with the `String` preceded by the word “ERROR:”. For example, if “Hello” is the argument, the following should be printed:

```
*****  
***Error: Hello***  
*****
```

6. The `SpacedLogger` should add spaces between each character of the `String` argument passed into its methods.
7. If the `log` method received “Hello” as an argument, it should print `H e l l o`
8. The `error` method should do the same, but with “ERROR:” preceding the spaced out input (i.e. `ERROR: H e l l o`)



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9. Create a class named App that has a main method.
10. In this class instantiate an instance of each of your logger classes that implement the Logger interface.
11. Test both methods on both instances, passing in Strings of your choice.