Memo

For Homework - 2

Haomin Shi

Project Overview

Status: Complete

Difficult part: Deploy, since no previous knowledge

Work space tree:

```
tree haomin-shi-HW-2/
haomin-shi-HW-2/
├─ Homework 2
   \vdash build
       ├─ classes
           └─ java
               ├─ main
                  ├─ A.class
                  ├─ B.class
                  - C.class
                 ├─ D.class
               | E.class
                 ├─ F.class
                 ImporvedStringTokenizer.class
                 ImprovedRandom.class
                 - test
                  - ATest.class
                  ├─ BTest.class
                  ├── CTest.class
                  ├── DTest.class
                  - ETest.class
                  ├── FTest.class
                  ├─ ImporvedStringTokenizerTest.class
                   ImprovedRandomTest.class
       ├─ libs
           ── Homework_2-1.0.jar
         - reports
           L- tests
               └─ test
```

```
- classes
                  - ATest.html
                  ├── BTest.html
                 - CTest.html
                ├── DTest.html
                ETest.html
                - FTest.html
                  ├─ ImporvedStringTokenizerTest.html
                 └─ ImprovedRandomTest.html
                ├─ base-style.css
              | style.css
              - index.html
              ├─ js
              | └── report.js
              -- packages
                  └─ default-package.html
     - test-results
       └─ test
           - TEST-ATest.xml
           - TEST-BTest.xml
           TEST-CTest.xml
           ├── TEST-DTest.xml
           - TEST-ETest.xml
           - TEST-FTest.xml
           ├── TEST-ImporvedStringTokenizerTest.xml
           ├── TEST-ImprovedRandomTest.xml
           └── binary
              ├─ output.bin
              ├─ output.bin.idx
              - results.bin
   - tmp
       - compileJava
       - compileTestJava
       └─ jar
           - MANIFEST.MF
├─ build.gradle
├── gradle
 └─ wrapper
       ├── gradle-wrapper.jar
       gradle-wrapper.properties
├── gradlew
- gradlew.bat
├─ out
| ├── production
| | Homework_2
```

```
-- classes
             ├─ A.class
             ├─ B.class
             ├─ C.class
             ├─ D.class
             ├─ E.class
             - F.class
             ImporvedStringTokenizer.class
             └── test
          --- classes
             ├─ ATest.class
             ├── BTest.class
             - CTest.class
             ├── DTest.class
             ├── ETest.class
             ├── FTest.class
             ImporvedStringTokenizerTest.class
              ImprovedRandomTest.class
   - settings.gradle
   └── src
      ├── main
          ├─ java
          | ├─ A.java
             ├─ B.java
            ├─ C.java
            ├─ D.java
          | ├─ E.java
          | ├─ F.java
             ├─ ImporvedStringTokenizer.java
          -- resources
       └─ test
          ├─ java
          | ├─ ATest.java
             ├─ BTest.java
             ├─ CTest.java
            ├─ DTest.java
             ├─ ETest.java
             ├─ FTest.java
             ├─ ImporvedStringTokenizerTest.java
              └─ ImprovedRandomTest.java
          -- resources
- Memo.pdf
- README.txt
```

Problem 1:

Packets are sent from one location to another. Packets have a certain weight. Locations are characterized by their transportation facilities, e.g. railway stations, airports and highway connections. Some locations are neighbored, i.e. there exists a direct transportation route between these locations. The transportation route between the locations has a certain length, i.e. the distance between the locations. Planes, trains, and trucks are used for transportation; each plane / train / truck may load a maximum packet weight. For each packet we want to know where it is, i.e. at which location or transport (plane, train, truck).

Imagine this:

```
We have a class Packet that has Route, and in Route we have:

startLocation:Location, endLocation:Location, length, and Vehicle

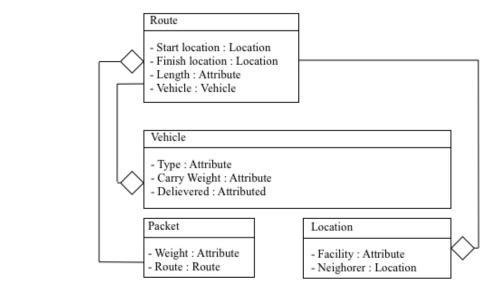
In Vehicle we have:

type, carryWeight, and Delievered:boolean
```

Now, based on the questionL Suppose we want to know _ where a package is currently at, and at what location by what transport?_ all we need is to do this:

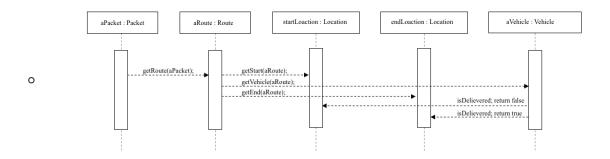
```
aPacket.getRoute().getVehicle; //Return Type of Vehicle
if (aPacket.getRoute().getVehicle.isDelievered(); // Return Packet at End
Location
if (!aPacket.getRoute().getVehicle.isDelievered()); // Return Packet at Start
Location
```

Class Diagram



• Sequence diagram

0



Problem 2:

The solution of this problem is provided in the src

Problem 3:

<u>Integer</u> is part of the Java API. Suppose you attempt to extend the Integer class and add a new method that returns the integer as a String that is written in hexadecimal.

1. The reason why we cannot extend the Integer class is that the class itself is defined as final, that is = you cannot inherit the class.

- 2. Some people argue that this is to prevent an "Inheritance Chain of Doom". However, In Java, we cannot do multi-inheritance. Thus, this is not a good reason to NOT allow inheritance. Meanwhile, to declare a class final, we basically gave up 1 big chunk of OOP that is Polymophism. We can argue that the reason people do this to have better Encapsolation, but I don't think this reason is sufficient enough. However, here are some of the more interesting reasons why we want to final our class:
 - Encouraging composition
 - Public API protection
 - Avoid change in API causing Client Code to break
 - Encapsulation
- 3. It is possible for us to create a **wrapper** class that takes care of the integer. Say, for example, we want to include the **square root of itself** to Integer. What we can do is to create a class called <code>IntegerWrapper</code> and in the constructor of that class, we can create a <code>Integer</code> by user's argument. Then we can implement <code>squareRoot</code> in this <code>IntegerWrapper</code> class that uses the <code>Integer</code> obj that we create in the constructor.

Problem 4:

The solution of this problem is provided in the src

Problem 5:

The solution of this problem is provided in the src

Appendix

1. Complexity: By methods

A.A(B)	1.0	1.0	1.0
A.getInfoAboutClass()	1.0	1.0	1.0
A.returnBinfo()	1.0	1.0	1.0
B.B()	1.0	1.0	1.0
B.getEditable()	1.0	1.0	1.0
B.getInfoAboutClass()	1.0	1.0	1.0
B.setEditable(String)	1.0	1.0	1.0
C.C(B,D)	1.0	1.0	1.0
C.getInfoAboutClass()	1.0	1.0	1.0
C.returnDinfo()	1.0	1.0	1.0
D.D()	1.0	1.0	1.0
D.getEditable()	1.0	1.0	1.0
D.getInfoAboutClass()	1.0	1.0	1.0
D.instanceCounter()	1.0	2.0	2.0
D.setEditable(String)	1.0	1.0	1.0
E.E(B,D)	1.0	1.0	1.0
E.getInfoAboutClass()	1.0	1.0	1.0
E.returnBinfo()	1.0	1.0	1.0
E.returnDinfo()	1.0	1.0	1.0
F.F(D)	1.0	1.0	1.0
F.getInfoAboutClass()	1.0	1.0	1.0
F.instanceCounter()	1.0	2.0	2.0
ImporvedStringTokenizer.ImporvedStringTokenizer(String)	1.0	1.0	1.0
Imporved String Token izer. Imporved String Token izer (String, String)	1.0	1.0	1.0
Imporved String Token izer. Imporved String Token izer (String, String, boolean)	1.0	1.0	1.0
ImporvedStringTokenizer.toArray()	1.0	1.0	1.0
ImprovedRandom.ImprovedRandom()		1.0	1.0
ImprovedRandom.ImprovedRandom(long)	1.0	1.0	1.0
ImprovedRandom.randIntInRange(int,int)	1.0	2.0	2.0
Total	29.0	32.0	32.0
Average	1.0	1.103448275862069	1.103448275862069

2. Lines of Code:

Total:	423	314	0.7423167848699763	24	0.05673758865248227	85	0.20094562647754138
	Lines	Source Code	Source / Total	Comment	Comment / Total	Blank	Blank / Total

3. **Unit Test Coverage:**

Α	100% (1/1)	100% (3/3)	100% (6/6)
В	100% (1/1)	100% (4/4)	100% (7/7)
С	100% (1/1)	100% (3/3)	100% (7/7)
D	100% (1/1)	100% (5/5)	100% (16/16)
Е	100% (1/1)	100% (4/4)	100% (7/7)
F	100% (1/1)	100% (3/3)	100% (10/10)
ImporvedStringTokenizer	100% (1/1)	50% (2/4)	40% (4/10)
ImprovedRandom	100% (1/1)	100% (3/3)	100% (7/7)