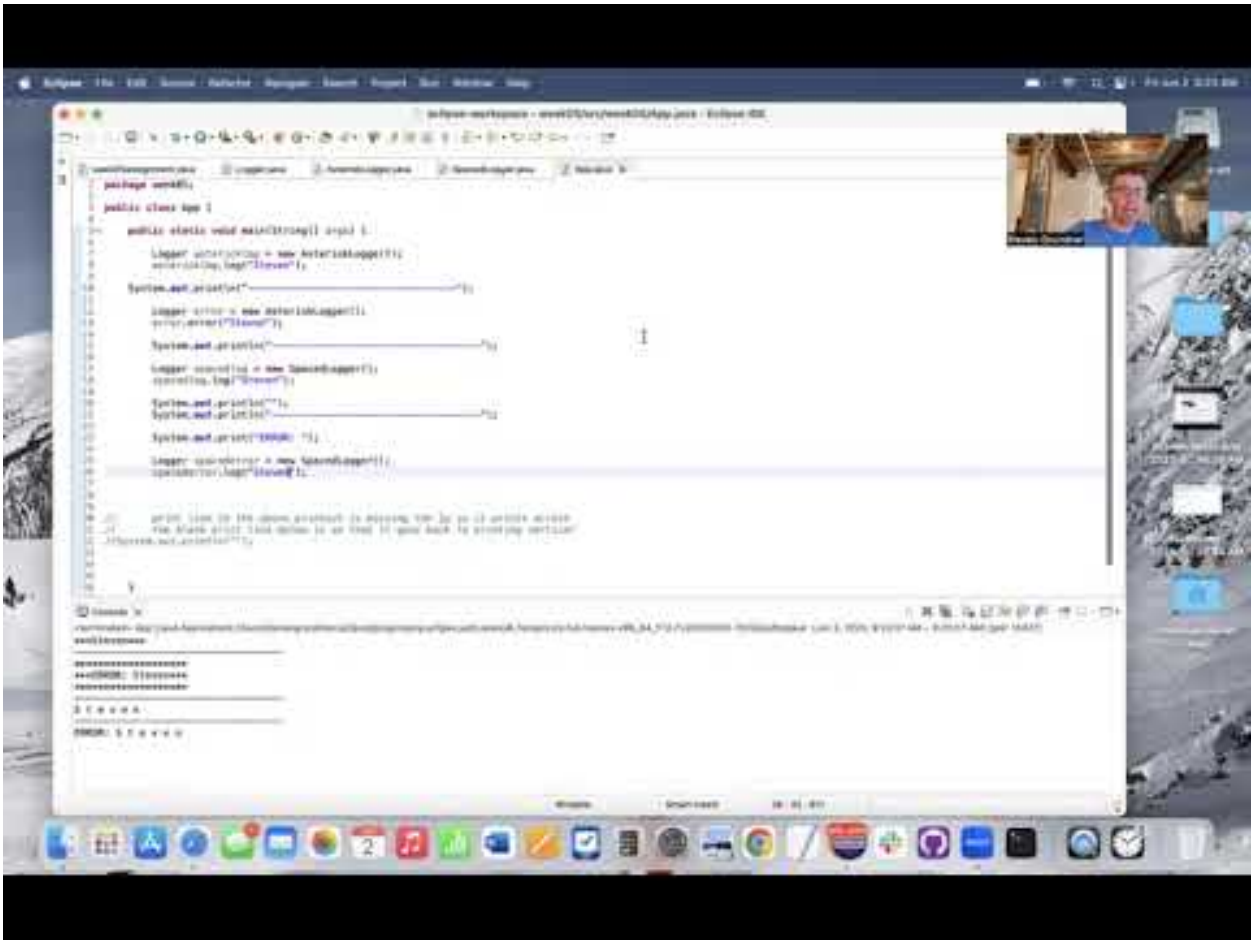
PROMINEO TECH

Intro to Java Week 5 Coding Assignment

URL to GitHub Repository: https://github.com/stevengrundner/week05.git



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.
- The URL of the public link of your video.

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

- Push the .pdf to the GitHub repo for this week.
- Upload the .pdf to the LMS in your Coding Assignment Submission.

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 - DONE
   b. Error - DONE
3. Create two classes that implement the Logger interface
   a. AsteriskLogger - DONE
   b. SpacedLogger - DONE

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). - DONE
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: - DONE

   ****

   Error: Hello

   ****
6. The SpacedLogger should add spaces between each character of the String argument passed into its methods. - DONE
7. If the log method received “Hello” as an argument, it should print H e l l o - DONE
8. The error method should do the same, but with “ERROR:” preceding the spaced out input (i.e. ERROR: H e l l o) - DONE
9. Create a class named App that has a main method. - DONE
10. In this class instantiate an instance of each of your logger classes that implement the Logger interface. - DONE
11. Test both methods on both instances, passing in Strings of your choice. - DONE