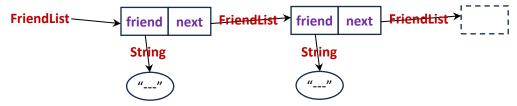
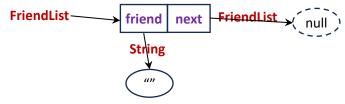
INT101 In-class exercises on October 18-19, 2023 (Problem and Solution)

- Create a project named intlOlexerciseO1.
- 2. Create a utility class named **Tool** in **work01** package.
 - 2.1. Make the class a public final class.
 - 2.2. Create a private empty constructor that does nothing.
 - 2.3. Create a public static median method that receives three double parameters named d0, d1, and d2; and returns a double which is the median of the three parameters.
 - 2.4. Create a public static compute method that receives three parameters which are d0 (double), d1 (double), and operation (String). This method returns a double which is the result of the following calculation.
 - 2.4.1. d0 + d1 if the operation is "sum", "add", or "plus",
 - 2.4.2. d0 d1 if the operation is "difference", "subtract", Or "minus",
 - 2.4.3. d0 * d1 if the operation is "product", "multiply", or "times",
 - 2.4.4. d0 / d1 if the operation is "division" or "by".
 - 2.4.5. Otherwise, it throws a RuntimeException with a message "Invalid Operation".
 - 2.4.6. Use a switch-case expression with arrow cases.
 - 2.5. Create a public static digitProduct method that receives an int parameter named number and returns an int which is the product of all digits (except 0) in the number parameter. However, this method will return -1 if the number parameter is a negative number and return 1 if the number parameter is 0.

 E.g., digitProduct (2090075) will return 630 which is the result of 2 * 9 * 7 * 5.
- 3. Create a FriendList class in work02 package.
 - 3.1. Make this class a public class.
 - 3.2. Create a private final friend field of type String.
 - 3.3. Create a private next field of type FriendList.



- 3.4. Create a private constructor that receives a friend parameter (string) to set the friend field.
- 3.5. Create a public static newList method that receives no parameters but returns a newly-created FriendList with an empty string as its friend.



- 3.6. Create a public addfriend method that receives a friend parameter (string) and returns a boolean. This method returns false if the friend parameter is null or a blank string or equals to any friend field of any FriendList in the next chained list. Otherwise, it creates a new FriendList object with the friend field equals to the friend parameter and put this newly-created FriendList object as the next field of the last FriendList in the chained list.
- 3.7. Create an overriding public tostring method that receives no parameters and returns a string containing the values of all the friend fields of all FriendList object in the chained list separated by commas (", ").

 Use StringBuilder to build the output string. Return an empty string if there are no friends on the list.

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- 4. Create an Exercise class named in a mainprogram package to test the Tool class and the FriendList class.
 - 4.1. create a static testMedian method that receives no parameters to test the median method in the Tool class. You must test the method with many test cases to make sure that you cover all possible outcomes.
 - 4.2. create a static testCompute method that receives no parameters to test the compute method in the Tool class. You must test the method with many test cases to make sure that you cover all possible outcomes.
 - 4.3. create a static testDigitProduct method that receives no parameters to test the digitProduct method in the Tool class. You must test the method with many test cases to make sure that you cover all possible outcomes.
 - 4.4. Create a static testFriendList method that receives no parameters to test all the methods in the FriendList class. You must test it with many test cases to make sure that you cover all possible outcomes.
 - 4.5. create a public static void main(String[] args) method to call all the above test methods in this class.

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---- END OF EXERCISE -----
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```
//SOLUTION PART 1 OF 3 ------
//Path: work01/Tool.java
package work01; //2.
public final class Tool { //2.,2.1
   private Tool() {} //2.2
   public static double median(double d0, double d1, double d2) { //2.3
      if (d0<d1) {</pre>
         if (d1<d2) return d1; // d0<d1<d2</pre>
         if (d0<d2) return d2; // d0<d2<=d1</pre>
        return d0; // d2<=d0<d1
      }
      if (d0<d2) return d0; // d1<=d0<d2</pre>
      if (d1<d2) return d2; // d1<d2<=d0
      return d1; // d2<=d1<=d0
   public static double compute (double d0, double d1, String operation) { //2.4
      return
         switch(operation) {
           case "sum", "add", "plus" -> d0+d1;
            case "difference", "subtract", "minus" -> d0-d1;
            case "product", "multiply", "times" -> d0*d1;
            case "division","by" -> d0/d1;
            default -> throw new RuntimeException("Invalid Operation");
         };
   public static int digitProduct(int number) { //2.5
      if (number < 0) return -1;</pre>
      if (number == 0) return 1;
      int product = 1;
      while (number > 1) {
         int mod = number % 10;
         if (mod > 1) product *= mod;
         number /= 10;
      return product;
}
```

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//SOLUTION PART 2 OF 3 ------
//Path: work02/FriendList.java
package work02; //3.
public class FriendList { //3.,3.1
   private final String friend; //3.2
   private FriendList next; //3.3
   private FriendList(String friend) { //3.4
     this.friend = friend;
   public static FriendList newList() { //3.5
     return new FriendList("");
   public boolean addFriend(String friend) { //3.6
     if (friend == null || friend.isBlank()) return false;
     var current = this;
     while (current.next != null) {
        current = current.next;
        if (current.friend.equals(friend)) return false;
     current.next = new FriendList(friend);
     return true;
   }
   @Override
   public String toString() { //3.7
     var current = this.next;
     if (current == null) return "";
     var s = new StringBuilder();
     s.append(current.friend);
     while ((current=current.next) != null) {
        s.append(", ").append(current.friend);
     return s.toString();
   }
}
//SOLUTION PART 3 OF 3 ------
//Path: mainprogram/Exercise.java
package mainprogram; //4.
import work01.Tool; //4.1,4.2,4.3
import work02.FriendList; //4.4
public class Exercise { //4.
   public static void main(String[] args) { //4.5
      testMedian();
      testCompute();
      testDigitProduct();
      testFriendList();
   }
```

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```
static void testMedian() { //4.1
  System.out.println("## test Tool.median() ##");
  double x=1.0, y=2.0, z=3.0;
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      x,y,z,Tool.median(x,y,z));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      x,z,y,Tool.median(x,z,y));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      y,x,z,Tool.median(y,x,z));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      y,z,x,Tool.median(y,z,x));
   System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      z,x,y,Tool.median(z,x,y));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      z,y,x,Tool.median(z,y,x));
   System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      x,y,y,Tool.median(x,y,y));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      y,x,y,Tool.median(y,x,y));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      y,y,x,Tool.median(y,y,x));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      x,x,y,Tool.median(x,x,y));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      x,y,x,Tool.median(x,y,x));
   System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      y,x,x,Tool.median(y,x,x));
  System.out.format("median of %3.1f, %3.1f, %3.1f = %3.1f%n",
      z,z,z,Tool.median(z,z,z));
}
static void testCompute() { //4.2
  System.out.println("## test Tool.compute() ##");
  double d0=9.0, d1=2.0;
  String op = "sum";
  System.out.format("%3.1f, %3.1f, %s = %3.1f%n", d0, d1, op, Tool.compute(<math>d0, d1, op));
  op = "add";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
  op = "plus";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
  op = "difference";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
  op = "subtract";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
  op = "minus";
  System.out.format("%3.1f, %3.1f, %s = %3.1f%n", d0, d1, op, Tool.compute(<math>d0, d1, op));
  op = "product";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
  op = "multiply";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
  op = "times";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
  op = "division";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
  op = "by";
  System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
```

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d1=0.0; // divided by zero
    System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
    d0=-3.0; // a negative number divided by zero
    System.out.format("3.1f, 3.1f, 3
    d0=0.0; // zero divided by zero
    System.out.format("%3.1f,%3.1f,%s = %3.1f%n",d0,d1,op,Tool.compute(d0,d1,op));
    op ="power"; // an invalid operation
    try {
          System.out.format("%3.1f,%3.1f,%s = %3.1f%n",
              d0,d1,op,Tool.compute(d0,d1,op));
     } catch (Exception e) {
          System.out.format("Operation %s with %3.1f, %3.1f: %s%n",op,d0,d1,e);
}
static void testDigitProduct() { //4.3
    System.out.println("## test Tool.digitProduct() ##");
    int n = 20900751;
    System.out.format("product of all digits in %d ... %d%n",n,Tool.digitProduct(n));
    n = 165310;
    System.out.format("product of all digits in %d ... %d%n",n,Tool.digitProduct(n));
    n = -234;
    System.out.format("product of all digits in %d ... %d%n",n,Tool.digitProduct(n));
    System.out.format("product of all digits in %d ... %d%n",n,Tool.digitProduct(n));
    System.out.format("product of all digits in %d ... %d%n",n,Tool.digitProduct(n));
}
static void testFriendList() { //4.4
    System.out.println("## test FriendList ##");
    FriendList f = FriendList.newList();
    System.out.format("f: [%s]%n", f);
    String name = null;
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = "first";
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = "second";
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = "third";
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = "second"; // a duplicate name
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = "first"; // a duplicate name
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = "forth";
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = " "; // a blank name
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = ""; // an empty name
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
    name = "fifth";
    System.out.format("f.addFriend(%s): %b --> [%s]%n",name,f.addFriend(name),f);
```

//END OF SOLUTION -----

}