# **Questions 2 & 4 - AI Assistance Summary**

### AI Tool Used

• **Tool:** Claude (Anthropic)

• **Date:** October 20, 2025

• **Purpose:** Code generation and explanation for midterm questions

## **Question 2: AreaCalculator (20 pts)**

## **Conversation Summary**

**Human:** Provided Question 2 requirements for creating an AreaCalculator class with overloaded methods for calculating areas of circles, rectangles, triangles, and squares. Required exception handling for invalid inputs and a Main class to test all methods.

Claude: Offered to create a concise solution appropriate for 90-minute midterm timing.

Human: Requested verification that exception handling was correct and output matched exact requirements.

Claude: Confirmed validation would throw IllegalArgumentException for any dimension  $\leq 0$ , and output format would match exactly.

#### **Files Created:**

• AreaCalculator.java - Four overloaded static (area()) methods with proper validation

• **Main.java** - Test driver with all method calls, exception handling demonstration, and 2-3 sentence comment explaining why method overloading is superior to separate method names

**Human:** Asked if Main was included in the code.

**Claude:** Confirmed both files were complete and in correct package.

Human: Verified everything looked good before submission.

Claude: Confirmed all requirements met.

# **Question 4: Smart Campus Device System (30 pts)**

### **Conversation Summary**

**Human:** Provided comprehensive Question 4 requirements including:

- Abstract Device class (provided, cannot modify)
- Networked and BatteryPowered interfaces
- Three concrete device classes: DoorLock, Thermostat, Camera
- Rationale questions about design choices

**Claude:** Acknowledged the comprehensive nature and outlined approach to create all necessary interfaces and concrete classes following exact specifications.

**Human:** Emphasized that DoorLock and Camera must use (setBatteryPercent()) in constructor for validation.

**Claude:** Confirmed this ensures validation happens at construction time rather than direct field assignment.

**Human:** Requested exact match on status output format.

**Claude:** Confirmed getStatus() methods would return exact format with "up"/"down" for connection status and specific field names.

#### **Files Created:**

- **Networked.java** Interface with connect(), disconnect(), isConnected()
- **BatteryPowered.java** Interface with getBatteryPercent(), setBatteryPercent()
- **DoorLock.java** Extends Device, implements both interfaces, battery-powered networked lock
- Thermostat.java Extends Device, implements Networked, temperature control
- Camera.java Extends Device, implements both interfaces, battery-powered networked camera
- Rationale document Answers to three conceptual questions about abstract classes, interfaces, and multiple inheritance

**Human:** Confirmed implementation looked solid with clear rationale explanations.

**Claude:** Confirmed implementation demonstrates inheritance, interface implementation, polymorphism, and proper validation with clear explanations.

## **External References**

## **Question 2:**

- 1. Oracle Java Documentation Method Overloading
  - <a href="https://docs.oracle.com/javase/tutorial/java/javaOO/methods.html">https://docs.oracle.com/javase/tutorial/java/javaOO/methods.html</a>
  - Understanding method overloading syntax and best practices
- 2. Java Math Class Documentation
  - <a href="https://docs.oracle.com/javase/8/docs/api/java/lang/Math.html">https://docs.oracle.com/javase/8/docs/api/java/lang/Math.html</a>
  - Reference on Math.PI constant

#### **Question 4:**

- 1. Oracle Java Documentation Abstract Classes and Methods
  - <a href="https://docs.oracle.com/javase/tutorial/java/IandI/abstract.html">https://docs.oracle.com/javase/tutorial/java/IandI/abstract.html</a>
  - Understanding abstract class design and when to use abstract methods
- 2. Oracle Java Documentation Interfaces
  - <a href="https://docs.oracle.com/javase/tutorial/java/IandI/createinterface.html">https://docs.oracle.com/javase/tutorial/java/IandI/createinterface.html</a>
  - Interface implementation and multiple interface inheritance
- 3. Bloch, Joshua. "Effective Java" (3rd Edition) Item 20: Prefer interfaces to abstract classes
  - Understanding when to use interfaces vs abstract classes for capability-based design

## **Notes**

All code was generated based on assignment specifications with interactive review to ensure accuracy, proper validation, exact output formatting, and adherence to object-oriented design principles.