



< flipPoint

<u>Main Page</u> → <u>Problems</u> → Solve a Problem

isVerticalPoint >

O BJP4 Exercise 8.3: manhattanDistancePoint

Language/Type:

Java <u>classes</u> <u>instance methods</u> <u>Point</u>

Author: Marty Stepp (on 2016/09/08)

Add the following method to the Point class:

```
public int manhattanDistance(Point other)
```

Returns the "Manhattan distance" between the current Point object and the given other Point object. The Manhattan distance refers to how far apart two places are if the person can only travel straight horizontally or vertically, as though driving on the streets of Manhattan. In our case, the Manhattan distance is the sum of the absolute values of the differences in their coordinates; in other words, the difference in x plus the difference in y between the points.

```
public class Point {
    private int x;
    private int y;

    // // your code goes here
}
```

```
Type your solution here:
```

```
public int manhattanDistance(Point other) {
    return Math.abs( (Math.abs(x) - Math.abs(other.x)) + (Math.abs(y) - N)
}
```

This is a **partial class problem.** Submit code that will become part of an existing Java class as described. You do <u>not</u> need to write the complete class, just the portion described in the problem.





You passed 4 of 4 tests.

Go to the next problem: isVerticalPoint

```
test #1: (5, 2) to (8, 6)
console output:
           result:   opass
          test #2: (8, 6) to (5, 2)
console output:
           result:
                     pass
          test #3:
                    (-15, 39) to (-204, 78), 2x
                     (-15, 39) to (-204, 78): 228
(-15, 39) to (-204, 78) second try: 228
(-204, 78) to (-15, 39): 228
console output:
                     pass
           result:
          test #4:
                     Point to itself
console output:
                      (5, 3) to (5, 3): 0
                      (5, 3) to (5, 3) second try: 0
(8, 6) to (8, 6): 0
(8, 6) to (8, 6) second try: 0
           result:
                     pass
```

If you do not understand how to solve a problem or why your solution doesn't work, please contact your TA or instructor.

If something seems wrong with the site (errors, slow performance, incorrect problems/tests, etc.), please contact us.

Is there a problem? Contact a site administrator.

Site name, logo, iconography, site design, web application and problems are original work and copyright © Marty Stepp unless otherwise specified. This site is the independent creation and intellectual property of the author and has no direct affiliation or association with any particular company, university, course, textbook, or any other material or online resource. Any non-educational usage of the content on this site is expressly forbidden without written permission. All rights reserved.