

See the Assessment Guide for information on how to interpret this report.

## ASSESSMENT SUMMARY

Compilation: PASSED

API: PASSED

SpotBugs: PASSED

PMD: PASSED

Checkstyle: FAILED (0 errors, 13 warnings)

Correctness: 34/34 tests passed

Memory: 2/2 tests passed

Timing: 51/51 tests passed

Aggregate score: 100.00%

[ Compilation: 5%, API: 5%, Style: 0%, Correctness: 60% , Timing: 10% , Memory: 20% ]

## ASSESSMENT DETAILS

The following files were submitted:

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2.2K Aug 28 02:43 Clock.java

1.9K Aug 28 02:43 ColorHSB.java

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\* COMPILING

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% javac ColorHSB.java

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% javac Clock.java

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Checking the APIs of your programs.

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ColorHSB:

Clock:

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## \* CHECKING STYLE AND COMMON BUG PATTERNS

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% spotbugs \*.class

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% pmd .

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% checkstyle \*.java

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[WARN] Clock.java:38:81: '{' is not preceded with whitespace. [WhitespaceAround]  
[WARN] Clock.java:40:16: Conditional logic can be removed. [SimplifyBooleanReturn]  
[WARN] Clock.java:40:50: '{' is not preceded with whitespace. [WhitespaceAround]  
Checkstyle ends with 0 errors and 3 warnings.

% custom checkstyle checks for ColorHSB.java

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[WARN] ColorHSB.java:5:26: '359' looks like an unnecessary constant. [MagicNumber]  
Checkstyle ends with 0 errors and 1 warning.

% custom checkstyle checks for Clock.java

\*-----

[WARN] Clock.java:1:1: '23' is an unnecessary numeric literal because it is derived from the number of hours per day (24) or the number of minutes per hour (60). [NumericLiteralCount]  
[WARN] Clock.java:1:1: '59' is an unnecessary numeric literal because it is derived from the number of hours per day (24) or the number of minutes per hour (60). [NumericLiteralCount]  
[WARN] Clock.java:1:1: The numeric literal '23' appears 2 times. Define a constant variable (such as 'HOURS\_PER\_DAY'). [NumericLiteralCount]  
[WARN] Clock.java:1:1: The numeric literal '59' appears 2 times. Define a constant variable (such as 'MINUTES\_PER\_HOUR'). [NumericLiteralCount]  
[WARN] Clock.java:1:1: The numeric literal '60' appears 3 times. Define a constant variable (such as 'MINUTES\_PER\_HOUR'). [NumericLiteralCount]  
[WARN] Clock.java:63:24: The 'main()' method must directly call the public constructor 'Clock()'. [MainCallsAllPublicMethods]

[WARN] Clock.java:63:24: The 'main()' method must directly call the public method 'isEarlierThan()'. [MainCallsAllPublicMethods]  
[WARN] Clock.java:63:24: The 'main()' method must directly call the public method 'tic()'. [MainCallsAllPublicMethods]  
[WARN] Clock.java:63:24: The 'main()' method must directly call the public method 'toc()'. [MainCallsAllPublicMethods]  
Checkstyle ends with 0 errors and 9 warnings.

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## \* TESTING CORRECTNESS

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### Testing correctness of ColorHSB

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Running 17 total tests.

Test 1a: construct a ColorHSB object and call toString()

- \* (25, 84, 97)
- \* (0, 0, 0)
- \* (359, 100, 100)

==> passed

Test 1b: construct random ColorHSB objects and call toString()

- \*  $h \leq 359, s \leq 100, b \leq 100$
- \*  $h \leq 60, s \leq 10, b \leq 10$

==> passed

Test 2a: construct a ColorHSB object and call isGrayscale()

- \* (25, 84, 97)
- \* (0, 0, 0)
- \* (0, 50, 0)
- \* (0, 0, 50)
- \* (359, 100, 100)

==> passed

Test 2b: construct random ColorHSB objects and call isGrayscale()

- \*  $h \leq 359, s \leq 100, b \leq 100$
- \*  $h = 0, s \leq 100, b \leq 100$
- \*  $h \leq 359, s = 0, b \leq 100$
- \*  $h \leq 359, s \leq 100, b = 0$
- \*  $h \leq 359, s = 0, b = 0$
- \*  $h \leq 10, s \leq 10, b \leq 10$

==> passed

Test 3a: construct two ColorHSB objects and call distanceSquaredTo()

\* (350, 100, 45) to (0, 100, 50)

\* (25, 84, 97) to (0, 100, 100)

\* (25, 84, 97) to (26, 85, 96)

\* (180, 100, 100) to (0, 0, 0)

==> passed

Test 3b: construct random pairs of ColorHSB objects and call distanceSquaredTo()

\* h <= 359, s <= 100, b <= 100

\* h <= 60, s <= 10, b <= 10

\* h <= 359, s <= 100, b = 0

\* h <= 359, s = 0, b <= 100

\* h = 0, s <= 100, b <= 100

==> passed

Test 3c: construct random pairs of ColorHSB objects and check that distanceSquaredTo() is symmetric

\* h <= 359, s <= 100, b <= 100

\* h <= 60, s <= 10, b <= 10

\* h <= 359, s <= 100, b = 0

\* h <= 359, s = 0, b <= 100

\* h = 0, s <= 100, b <= 100

==> passed

Test 4: create two ColorHSB objects and call the methods isGrayscale(), toString(), and distanceSquaredTo() with probabilities (p1, p2, p3) and check that they return the same values in each call

\* 100 random calls (0.8, 0.1, 0.1)

\* 100 random calls (0.8, 0.1, 0.1)

\* 100 random calls (0.1, 0.8, 0.1)

\* 100 random calls (0.1, 0.8, 0.1)

\* 100 random calls (0.1, 0.1, 0.8)

\* 100 random calls (0.1, 0.1, 0.8)

==> passed

Test 5a: check formatting of main() for inputs from exam specification

% java-introcs ColorHSB 25 84 97 < web.txt

Red (0, 100, 100)

% java-introcs ColorHSB 350 100 45 < web.txt

Maroon (0, 100, 50)

% java-introcs ColorHSB 25 84 97 < wiki.txt

Princeton\_Orange (26, 85, 96)

==> passed

Test 5b: check that main() reads all data from standard input

- \* java-introcs ColorHSB 25 84 97 < web.txt
- \* java-introcs ColorHSB 350 100 45 < web.txt
- \* java-introcs ColorHSB 25 84 97 < wiki.txt

==> passed

Test 5c: check correctness of main() for inputs from exam specification

- \* java-introcs ColorHSB 25 84 97 < web.txt
- \* java-introcs ColorHSB 350 100 45 < web.txt
- \* java-introcs ColorHSB 25 84 97 < wiki.txt

==> passed

Test 6: check main() computes closest color

- \* web.txt
- \* crayola.txt
- \* wiki.txt

==> passed

Tests 7a to 10 test that main() computes the closest color with respect to the student's distanceSquaredTo() method, even if that method returns incorrect values.

Test 7a: check main() with random command-line arguments

- \* web.txt
- \* crayola.txt
- \* wiki.txt

==> passed

Test 7b: check main() with random input files

- \* random input files with 10 pre-defined colors
- \* random input files with 20 pre-defined colors
- \* random input files with 2 pre-defined colors
- \* random input files with 1 pre-defined color

==> passed

Test 8: check main() with ties possible for closest color

- \* wiki.txt
- \* grayscale.txt
- \* random input files with 10 pre-defined colors
- \* random input files with 20 pre-defined colors

==> passed

Test 9: check main() with large input files

- \* random input files with 2000 pre-defined colors
- \* random input files with 5000 pre-defined colors
- \* random input files with 10000 pre-defined colors

==> passed

Test 10: check main() when distance is very large

- \* colors1.txt
- \* colors8.txt
- \* colors10.txt

==> passed

Total: 17/17 tests passed!

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Testing correctness of Clock

\*-----

Running 17 total tests.

Test 1a: construct a Clock object; check formatting of toString()

- \* hours = 11, minutes = 59
- \* hours = 3, minutes = 30
- \* hours = 16, minutes = 5
- \* hours = 0, minutes = 0
- \* hours = 23, minutes = 59

==> passed

Test 1b: construct random Clock objects; check formatting of toString()

- \* 10000 trials with  $10 \leq \text{hours} < 24$ ,  $10 \leq \text{minutes} < 60$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $10 \leq \text{minutes} < 60$
- \* 10000 trials with  $10 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$

==> passed

Test 2a: construct a Clock object; check toString()

- \* hours = 11, minutes = 59
- \* hours = 3, minutes = 30
- \* hours = 0, minutes = 0
- \* hours = 23, minutes = 59

==> passed

Test 2b: construct random Clock objects; check toString()

- \* 10000 trials with  $10 \leq \text{hours} < 24$ ,  $10 \leq \text{minutes} < 60$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $10 \leq \text{minutes} < 60$
- \* 10000 trials with  $10 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$

==> passed

Test 3: construct two random Clock objects; check isEarlierThan()

- \* 10000 trials (earlier)
- \* 10000 trials (later)
- \* 10000 trials (equal)
- \* 10000 trials (reference equal)

==> passed

Test 4a: construct a Clock object; call tic(); check toString()

- \* hours = 12, minutes = 34

- \* hours = 3, minutes = 30

- \* hours = 0, minutes = 0

- \* hours = 23, minutes = 0

==> passed

Test 4b: construct a Clock object; call tic(); check toString()

- \* hours = 0, minutes = 59

- \* hours = 1, minutes = 59

- \* hours = 2, minutes = 59

- \* hours = 11, minutes = 59

- \* hours = 12, minutes = 59

- \* hours = 22, minutes = 59

- \* hours = 23, minutes = 59

==> passed

Test 4c: construct random Clock objects; call tic(); check toString()

- \* 10000 trials with  $10 \leq \text{hours} < 23$ ,  $10 \leq \text{minutes} < 59$

- \* 10000 trials with  $0 \leq \text{hours} < 23$ ,  $10 \leq \text{minutes} < 59$

- \* 10000 trials with  $10 \leq \text{hours} < 23$ ,  $0 \leq \text{minutes} < 59$

- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$

==> passed

Test 5a: construct a Clock object; call toc(); check toString()

- \* hours = 12, minutes = 34, delta = 5

- \* hours = 3, minutes = 30, delta = 10

- \* hours = 0, minutes = 0, delta = 45

- \* hours = 23, minutes = 0, delta = 1

- \* hours = 23, minutes = 0, delta = 0

==> passed

Test 5b: construct a Clock object; call toc(); check toString()

- \* hours = 0, minutes = 59, delta = 10

- \* hours = 1, minutes = 59, delta = 60

- \* hours = 2, minutes = 59, delta = 1

- \* hours = 11, minutes = 59, delta = 45

- \* hours = 12, minutes = 59, delta = 120

- \* hours = 22, minutes = 59, delta = 1440

- \* hours = 23, minutes = 59, delta = 100

- \* hours = 0, minutes = 0, delta = 30000

==> passed

Test 5c: construct random Clock objects; call toc(); check toString()

- \* 10000 trials with  $10 \leq \text{hours} < 23$ ,  $10 \leq \text{minutes} < 59$ ,  $0 \leq \text{delta} < 60$

- \* 10000 trials with  $0 \leq \text{hours} < 23$ ,  $10 \leq \text{minutes} < 59$ ,  $0 \leq \text{delta} < 60$

- \* 10000 trials with  $10 \leq \text{hours} < 23$ ,  $0 \leq \text{minutes} < 59$ ,  $0 \leq \text{delta} < 60$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$ ,  $0 \leq \text{delta} < 60$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$ ,  $0 \leq \text{delta} < 1440$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$ ,  $0 \leq \text{delta} < 14400$

==> passed

Test 6a: construct random Clock objects with 1-argument constructor; check toString()

- \* time = 11:59
- \* time = 03:30
- \* time = 16:05
- \* time = 00:00
- \* time = 23:59

==> passed

Test 6b: construct random Clock objects with 1-argument constructor; check toString()

- \* 10000 trials with  $10 \leq \text{hours} < 24$ ,  $10 \leq \text{minutes} < 60$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $10 \leq \text{minutes} < 60$
- \* 10000 trials with  $10 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$
- \* 10000 trials with  $0 \leq \text{hours} < 24$ ,  $0 \leq \text{minutes} < 60$

==> passed

Test 7: check two-argument constructor with invalid arguments

- \* hours = 24, minutes = 0
- \* hours = 24, minutes = 60
- \* hours = 0, minutes = 60
- \* hours = -1, minutes = 30
- \* hours = 12, minutes = -1
- \* hours = 0, minutes = -1
- \* hours = -1, minutes = -1
- \* hours = 59, minutes = 23
- \* hours = -2147483648, minutes = -2147483648
- \* hours = -2147483648, minutes = 2147483647
- \* hours = 2147483647, minutes = -2147483648
- \* hours = 2147483647, minutes = 2147483647

==> passed

Test 8: check 1-argument constructor with invalid arguments

- \* time = "24:00"
- \* time = "25:10"
- \* time = "12:60"
- \* time = "12:060"
- \* time = "12:100"
- \* time = "2:56"
- \* time = "2:5"
- \* time = "02:5"
- \* time = "0:0"
- \* time = "00007:23"
- \* time = "07:000023"



```

* time = "12,34"
* time = "1234"
* time = "HH:MM"
* time = "0"
* time = ""
* time = "-12:34"
* time = "0x06:34"
* time = " 12:34"
* time = "12:34 "
* time = ":1234"
* time = "1:234"
* time = "123:4"
* time = "1234:"
* time = "12345"
==> passed

```

Test 9: construct Clock with 2-argument constructor; call toc() with negative delta

```

* hours = 11, minutes = 59, delta = -1
* hours = 23, minutes = 59, delta = -5
* hours = 1, minutes = 23, delta = -10
* hours = 16, minutes = 45, delta = -100
* hours = 12, minutes = 0, delta = -1440
* hours = 21, minutes = 30, delta = -14400
* hours = 17, minutes = 18, delta = -2147483648
==> passed

```

Test 10: create two Clock objects from 2-argument constructor; check random intermixed sequence of calls to toString(), isEarlierThan(), tic(), and toc(), with probabilities (p1, p2, p3, p4), respectively

```

* p = (0.5, 0.5, 0.0, 0.0)
* p = (0.5, 0.0, 0.5, 0.0)
* p = (0.5, 0.0, 0.0, 0.5)
* p = (0.0, 0.5, 0.5, 0.0)
* p = (0.0, 0.5, 0.0, 0.5)
* p = (0.2, 0.2, 0.3, 0.3)
* p = (0.2, 0.2, 0.3, 0.3)
==> passed

```

Total: 17/17 tests passed!

```

=====
*****
* MEMORY
*****

```

Analyzing memory of ColorHSB

```

*-----

```

Running 1 total tests.

Test 1: Memory usage per ColorHSB object

\* number bytes used by student ColorHSB object = 32

\* number bytes used by reference ColorHSB object = 32

=> passed

Total: 1/1 tests passed!

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Analyzing memory of Clock

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Running 1 total tests.

Test 1: Memory usage per Clock object

\* number bytes used by student Clock object = 24

\* number bytes used by reference Clock object = 24

=> passed

Total: 1/1 tests passed!

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\* TIMING

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Timing Clock

\* -----

Running 51 total tests.

Test 1: create n Clock object; call toString() n times

n seconds

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=> passed	1000	0.01
=> passed	2000	0.01
=> passed	4000	0.02
=> passed	8000	0.03
=> passed	10000	0.04
=> passed	20000	0.09

```

=> passed    40000    0.11
=> passed    80000    0.12
=> passed   100000    0.08
=> passed   200000    0.16

```

==> 10/10 tests passed

Test 2: create n Clock object; call isEarlierThan()  $n^2$  times

```

              n seconds
-----
=> passed    100    0.00
=> passed    200    0.00
=> passed    400    0.00
=> passed    800    0.00
=> passed   1000    0.00
=> passed   2000    0.01
=> passed   4000    0.06
=> passed   8000    0.23
=> passed  10000    0.36

```

==> 9/9 tests passed

Test 3: create a Clock object; call tic() n times

```

              n seconds
-----
=> passed    1000    0.00
=> passed    2000    0.00
=> passed    4000    0.00
=> passed    8000    0.00
=> passed   10000    0.00
=> passed   20000    0.00
=> passed   40000    0.00
=> passed   80000    0.00
=> passed  100000    0.00
=> passed  200000    0.00
=> passed  400000    0.00
=> passed  800000    0.00
=> passed 1000000    0.00
=> passed 2000000    0.00
=> passed 4000000    0.00
=> passed 8000000    0.00

```

==> 16/16 tests passed

Test 4: create a Clock object; call toc(n) n times

	n	seconds
=> passed	1000	0.00
=> passed	2000	0.00
=> passed	4000	0.00
=> passed	8000	0.00
=> passed	10000	0.00
=> passed	20000	0.00
=> passed	40000	0.00
=> passed	80000	0.00
=> passed	100000	0.00
=> passed	200000	0.00
=> passed	400000	0.00
=> passed	800000	0.00
=> passed	1000000	0.00
=> passed	2000000	0.00
=> passed	4000000	0.00
=> passed	8000000	0.00
==> 16/16 tests passed		

Total: 51/51 tests passed!

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