

# ASSIGNMENT # 4

## General Instructions

Please download the zip file attached with this assignment called "assignment4.zip".

This zip file has both the code as well as the HTML files that will be tested.

All the HTML files which will be tested is provided in the folder called "html". The code already starts the webdriver with the correct HTML file opened.

### Question # 1 (Intersecting Rectangles) (rect.html)

Try to open rect.html file in your favorite browser. You will see that whenever you open the file (or refresh the file in the browser), random number of rectangles are drawn on your browser. Sometime they will intersect and sometimes they wont.

Your task is to finish the code in the "RectanglesTest.java" which in the end prints whether the rectangles on the page intersect or not.

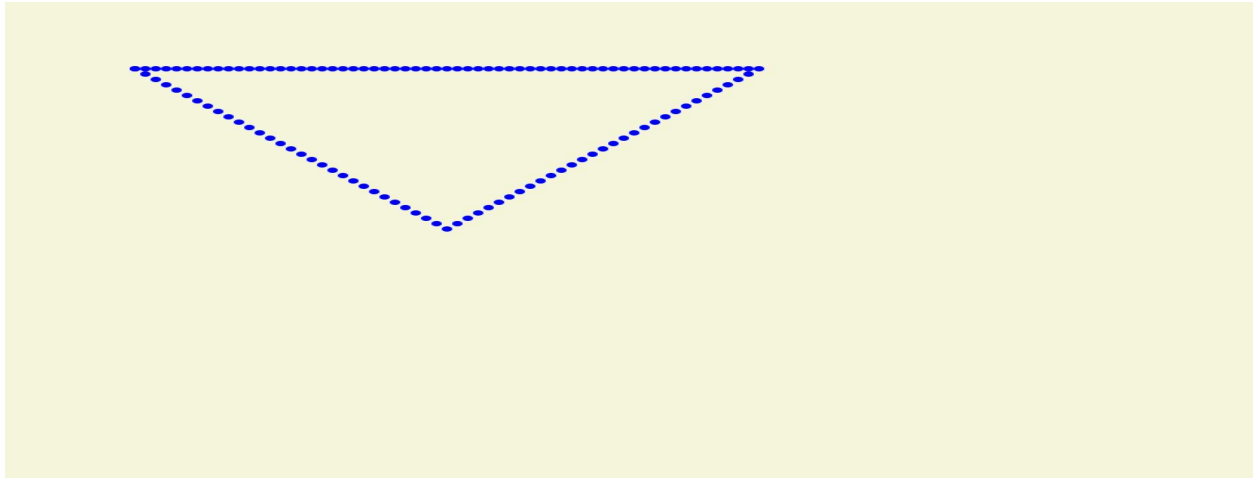
You will be using getSize and getLocation functions that we learnt in the class.

### Question # 2 (draw using moveToOffset and click) (paint.html)

Open paint.html file in your browser. It will be blank. However if you click anywhere on the page, a blue dot appears.

Your task is to draw a triangle (or any other more interesting shape like a star, circle, hexagon) using moveToOffset and click.

One of my example is attached as screenshot.png which look like:



### **Question # 3 (Sorter) sorter.html**

Whenever you open this HTML file or refresh the file in your browser, you will see elements with numbers from 1 to 10. However they are not in any order. Everytime you refresh the elements are shuffled again.

Your task is to fill in the code in “Sorter.java” which after opening this file in the browser, sorts the number in ascending order (1 through 10) and then sorts them in descending order (10 through 1) (which is basically reversing the numbers)

Please use the drag and drop related advanced methods that we learnt in the lecture

clickAndHold and release

### **What to turn in**

After you have finished developing your tests and have tested them for correctness, zip the entire folder and submit it as a single file