

H05: Due Wed 04/20 in LAB, 50 hwk pts

Please do come to lab in person this week to turn in this homework, to review your choice points assignment(s) with Prof. Conrad, and/or show him the progress you have made on your choices points assignment(s).

Reading assignment for H05

Read:

- Chapter 5 in HFJ, p. **95** -124.Extra Strength Methods

Then answer these questions.

(1) 10 pts: Fill in the information below

name:		lab section (circle one):	6:30pm 7:30pm
umail address:		csil username:	

(2) Based on your reading in HFJ Chapter 5:

- (10 pts) Java 1.5 introduced a new (to Java) kind of for loop sometimes called a "foreach" loop (even though foreach is not a keyword in Java)—your textbook calls it the "enhanced for loop". HFJ provides an overview of this kind of loop on p. 105 and 116. Write a few lines of code that declare an array of five integers, initializing them to the first five prime numbers (you can use a literal array initializer here—you don't need to write code to compute the prime numbers), and then write a foreach type loop that iterates through that array printing out the values, one on each line.

(3) (5 pts) Write a few lines of code that demonstrate how to take a integer value that is in a String, and convert it to an integer value in an int variable. You can find an example of this in Chapter 5.

(4) (5 pts) Write a few lines of code that demonstrate how to choose a random number between 0 and n-1 (assume that n is an int variable that has been assigned some value greater than or equal to 1).

(5) Pages 101-103 allude to test-driven development, or "test-first" development as part of a methodology known as "eXtreme Programming". Test-first development is only one part of the XP mindset.

- (a) (5 pts) List at least two aspects of the XP mindset that do NOT have to do with testing.

- (b) (5 pts) What are some of the reasons that writing a test first can be helpful (by "writing a test first", we mean before writing the code to be tested).

(6) (10 pts) There is code on p. 103 for a class to "test" the first iteration of the "sink a dot com" game developed in Chapter 5. Rewrite this as a class that uses JUnit testing (as we did in our labs so far this quarter.)

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