Program Submission Guidelines  
CIS/CMSC 274

The attached packet illustrates the expected printed submissions for programming assignments (designated as Px.y in the assignment summary). The following materials are to be submitted:

1. Program scoring form using the template found on the course WebCT site (note that this form has been modified for CIS/CMSC 274 to reflect the increased importance of proper documentation using the Javadoc utility).

2. A project class diagram (most easily produced using BlueJ, but this can also be created using Violet or even MSWord).

3. One or more screen shots of program output as appropriate, inserted into an MSWord document. The illustration has been produced using BlueJ, where Alt-PrintScreen has been used to capture the window to the clipboard which was then inserted into a MSWord document. You can use the same approach for a DOS window (although I recommend you change the window display properties to be black text on a white background rather than the default white text on black background if you are using a command line interface rather than BlueJ).

4. A series of printouts of information about each class you have created or modified for your project including for each class:
   a. The class documentation (HTML) produced by Javadoc
   b. The corresponding java source file

You should save the MSWord document with your program output in the same project folder where the source files are located. This project folder will also contain the doc folder produced by the Javadoc utility. You can then submit all of these files by simply sending the entire project folder to me at rmeeker@ben.edu using e-mail (you may want to zip the folder) or submitting a copy of the project folder on suitable media (floppy disk, CD-ROM, or zip disk). Note that I expect you to print out the required material, even though I’ll also be getting a copy of everything in machine-readable format. (It will only take you about 5-10 minutes to print your own project materials. If I print these myself for each student, it’ll take between 90 minutes and three hours!)
Program Name ______________________      Name ____________________

Course ______________________      Term ____________________

Scoring:

<table>
<thead>
<tr>
<th>Category</th>
<th>FIRST SUBMISSION</th>
<th>SECOND SUBMISSION</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ia — Results</td>
<td>(60)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ib — Readability</td>
<td>(10)</td>
<td></td>
</tr>
<tr>
<td>II — Program Style/Design</td>
<td>(10)</td>
<td></td>
</tr>
<tr>
<td>III — Program Documentation</td>
<td>(20)</td>
<td></td>
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<tr>
<td>TOTAL</td>
<td></td>
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<tr>
<td>EXTRA CREDIT</td>
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<tr>
<td>LATE PENALTY</td>
<td></td>
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<tr>
<td>TOTAL SCORE</td>
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</table>

FINAL SCORE ____________________

Instructor’s Comments:

Redo Due: _________
Screen shot of sample program output:

Output from before and after setName:
George
George

Output from before and after copyNameTo:
Hello, Brenda!
Hello, George!

Output from before and after copyLength:
-1
-1

Output from before and after copyGreeterTo:
Hello, Carl!
Hello, Carl!
|
Class GreeterTest

java.lang.Object
+-GreeterTest

public class GreeterTest
extends Object

A class for testing the effects on parameters of the methods in section 1.6

Constructor Summary

<table>
<thead>
<tr>
<th>Constructor</th>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>GreeterTest()</td>
<td></td>
</tr>
</tbody>
</table>

Method Summary

<table>
<thead>
<tr>
<th>static void</th>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>main(String[] args)</td>
<td></td>
</tr>
</tbody>
</table>

Creates a greeter object then calls several methods and prints the values of the parameter variables before and after each call.

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

GreeterTest

public GreeterTest()

Method Detail

main

public static void main(String[] args)

Creates a greeter object then calls several methods and prints the values of the parameter variables before and after each call.

Parameters:
args - unused
/**
   * A class for testing the effects on parameters of the methods in section 1.
   */
public class GreeterTest
{
   /**
    * Creates a greeter object then calls several methods and prints the
    * values of the parameter variables before and after each call.
    * @param args unused
    */
   public static void main(String[] args)
   {
      Greeter g1 = new Greeter("Adam");
      System.out.println("Output from before and after setName:");
      String aName = "George";
      System.out.println(aName);
      g1.setName(aName);
      System.out.println(aName);
      System.out.println();
      System.out.println("Output from before and after copyNameTo:");
      Greeter g2 = new Greeter("Brenda");
      System.out.println( g2.sayHello() );
      g1.copyNameTo(g2);
      System.out.println( g2.sayHello() );
      System.out.println();
      System.out.println("Output from before and after copyLength:");
      int x = -1;
      System.out.println( x );
      g1.copyLengthTo(x);
      System.out.println( x );
      System.out.println();
      System.out.println("Output from before and after copyGreeterTo:");
      Greeter g3 = new Greeter("Carl");
      System.out.println( g3.sayHello() );
      g1.copyGreeterTo(g3);
      System.out.println( g3.sayHello() );
      System.out.println();
   }
}
A class for producing simple greetings. (Revised to include methods from section 1.6)

### Constructor Summary

<table>
<thead>
<tr>
<th>Constructor</th>
<th>Signature</th>
</tr>
</thead>
<tbody>
<tr>
<td>Greeter</td>
<td>(String aName)</td>
</tr>
</tbody>
</table>

Constructs a Greeter object that can greet a person or entity.

### Method Summary

<table>
<thead>
<tr>
<th>Type</th>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>void</td>
<td>copyGreeterTo(Greeter other)</td>
</tr>
<tr>
<td></td>
<td>Tries to set another Greeter object to a copy of this object</td>
</tr>
<tr>
<td>void</td>
<td>copyLengthTo(int n)</td>
</tr>
<tr>
<td></td>
<td>Tries to copy the length of this greeter's name into an integer variable</td>
</tr>
<tr>
<td>void</td>
<td>copyNameTo(Greeter other)</td>
</tr>
<tr>
<td></td>
<td>Sets another greeter's name to this Greeter's name.</td>
</tr>
<tr>
<td>String</td>
<td>sayHello()</td>
</tr>
<tr>
<td></td>
<td>Greet with a &quot;Hello&quot; message.</td>
</tr>
<tr>
<td>void</td>
<td>setName(String name)</td>
</tr>
<tr>
<td></td>
<td>Sets theis greeter's name to the given name.</td>
</tr>
</tbody>
</table>

### Methods inherited from class java.lang.Object

- clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### Constructor Detail

**Greeter**

public Greeter(String aName)

Constructs a Greeter object that can greet a person or entity.

**Parameters:**
aName - the name of the person or entity who should be addressed in the greetings.

**Method Detail**

**copyGreeterTo**

```java
public void copyGreeterTo(Greeter other)
Tries to set another Greeter object to a copy of this object
Parameters:
other - the Greeter object to initialize
```

**copyLengthTo**

```java
public void copyLengthTo(int n)
Tries to copy the length of this greeter's name into an integer variable
Parameters:
n - the variable into which the method tries to copy the length
```

**copyNameTo**

```java
public void copyNameTo(Greeter other)
Sets another greeter's name to this Greeter's name.
Parameters:
other - a reference to the other Greeter
```

**sayHello**

```java
public String sayHello()
Greet with a "Hello" message.
Returns:
a message containing "Hello" and the name of the greeted person or entity.
```

**setName**

```java
public void setName(String name)
Sets theis greeter's name to the given name.
Parameters:
name - the new name for the object
```
/**
   A class for producing simple greetings. (Revised to include methods
   from section 1.6)

   public class Greeter
   {
   /**
     Constructs a Greeter object that can greet a person or
     entity.
     @param aName the name of the person or entity who should
     be addressed in the greetings.
     */
     public Greeter(String aName)
     {
       name = aName;
     }

   /**
     Greet with a "Hello" message.
     @return a message containing "Hello" and the name of
     the greeted person or entity.
     */
     public String sayHello()
     {
       return "Hello, " + name + "!";
     }

   /**
     Sets theis greeter's name to the given name.
     @param name the new name for the object
     */
     public void setName(String name)
     {
       this.name = name;
     }

   /**
     Sets another greeter's name to this Greeter's name.
     @param other a reference to the other Greeter
     */
     public void copyNameTo(Greeter other)
     {
       other.name = this.name;
     }

   /**
     Tries to copy the length of this greeter's name into an integer variab
     le
     @param n the the variable into which the method tries to copy the leng

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th
 */
 public void copyLengthTo(int n)
 {
  n = name.length();
 }

 /**
  * Tries to set another Greeter object to a copy of this object
  * @param other the Greeter object to initialize
  */
 public void copyGreeterTo(Greeter other)
 {
  other = new Greeter(name);
 }

 private String name;
}