

## Student Originated Software Object-Oriented Programming Workshop 4, Tuesday, October 16, 2001

### The objectives of this workshop are to:

1. Learn more about inheritance;
2. Work on developing an effective way for teams of two to study an existing program, and to talk about and represent changes to these existing programs.

By this time, you should have read Budd, Chapters 8, 9, 13, and started on the homework.

### **Assignment 4 due Thursday at 2:30pm, integrated into one working program:**

- Ch. 9 (Solitaire), p 137, Ex. 1, 2 a and 2b. You are not required to implement 2.
- Ch. 13 (the AWT), p. 232 Ex 1, 2. (for additional challenge, work on 3, 4).

As before, please turn in **both** electronic copy, and a printed listing of your final program(s). Indicate clearly on the hard copy which exercises you got working, and which not, and a brief discussion of whether the suggested modifications improve the program (or not), and what design decisions you made. This should be no more than one page. Turn in Exercise 2 on a separate piece of paper.

### **Convention for turning in electronic copies.**

1. Save each program as a jar file – save both .class and .java. This week it will probably be easier to do two jar files – call these xxxSol and xxxGrd, where xxx is Lastname1 + Lastname2. It is OK to shorten your lastnames; e.g., if they are more than 4 characters, just use the first 4 characters of each. Thus, AbdiOwenSol, DugwFickGrd, CanaCohnSol, etc.
2. Move the jar file under the name: Lastname1Lastname2 (where these are the last names of each person in the programming pair) to Calawah\programs\SOS\OOPAsstTurnIn\WeekX (where x is the week number, as above. Files in these subdirectories will be write-able by you, but readable by no one (except Isaac, Judy and Dan R.). If you have to resubmit your program, append a “2” to the program name, for “second version”.
3. Deposit each jar file and turn in the printout to Judy on Thursday, at 2:30.

For lab today, work on the assignment. But first, how about something completely different (haha). BEFORE working on Exercise 1, draw a design of Solitaire. This could be a class diagram, a sequence diagram, or other representation(s) that you find helpful. Bring this design aid to class tomorrow.

Dates to Remember

**OOAD Exam TOMORROW (October 17) 10-11am**

OOP Lecture 11:15-12

**15-minute short answer quiz Monday 10/22 (in class)**

OOP mid term Wednesday of Week 6 (October 31)  
take home (individual) program, due Thursday Nov. 1, 2:30pm

Monday and Tuesday of week 6 available to refine programming assignments to date