6.S092 Introduction to Programming in Java

Instructions for Assignment 1

1. Download the three .java files onto your computer, the three files are:
   1. ComplexNumber.java
   2. MathFunctions.java
   3. Stringx.java
2. OPEN Eclipse
3. Create a new Java Project
   1. File -> New -> Java Project
   2. Name the project “Assignment1”
4. Create a new package named “assignment1”
   1. Right click on src -> New -> Package
5. Create a new java file called “ComplexNumber”
   1. Right click on package named “assignment1”

-> New -> Class

* 1. Copy and paste all the code from the ComplexNumber.java file that you downloaded.

1. Create a new java file called “MathFunctions”
   1. Follow the same procedure as 5a and 5b but with the respective names.
2. Create a new java file called “Stringx”
   1. Follow the same procedure as 5a and 5b but with the respective names.
3. Implement all the methods that are not implemented. These methods are marked by the keyword TODO. Complete all TODOs in all three .java files that you downloaded.
4. Check that the methods you implemented satisfy the post-conditions.
5. If you want to test run your code create a new class called run with the main method in it. Then write your code you want to use to test your implemented methods.
   1. Right click on package named assignment1 -> New -> Class
   2. Name it “Run”
   3. Make sure the first box “public static void main(String[] args)” under “Which method stubs would you like to create?” is checked.
   4. Click Finish
   5. Inside of the newly created Run.java file import all three classes that you modified to test them. To import write:
      1. “import assignment1.TheClassName;”
      2. The import statement MUST be AFTER the “package ...” line AND BEFORE the “public class ClassName{ ...” line
   6. Write code inside of “main” to test your code and hit run on the menu bar; it looks like the play button.
6. Submit your edited .java files (three of them) in a zip-folder named “LastNameFirstNameAssignment1”. The folder should have:
   1. ComplexNumber.java
   2. MathFunctions.java
   3. Stringx.java
7. **OPTIONAL**: Unit Testing - While this is not required for the first assignment, it is highly recommended that you try this on your own to check that you have implemented the methods correctly. We will go over how to use this in class in lecture.

If you want to ask clarifying questions please do so on piazza so that other students can benefit from your question(s) and my answer(s).