

A Time Class

Purpose

To consolidate your understanding of methods, pre-conditions, post-conditions, and packaging in the context of a simple `Time` class; to explore the difference between attributes and representation; and to gain experience with interfaces and inheritance.

Due Date

The completed lab assignment is due Friday, 2016-02-19 *at the beginning of lecture*.

Hand-In format

In this laboratory assignment, there are multiple places where correctly completing the lab means creating code that does *not* compile. Please create and clean (`scriptfix`) a script file that shows the various compilation attempts and runs.

Put the script file in the top-level of the `.jar`-file that you submit. You may also create an `answers.txt` file if that helps communicate what you are doing.

Time Class — version 1

Write a simple `Time` class whose state consists of three private member variables representing the hours, the minutes, and the seconds. Put your `Time` class in a package called `version1`.

It should have the methods specified in Figure 1 on page 3.

- ⇒ Write a test class that uses the various methods of the `Time` class to show that they work. When testing this version, the test code and the time class code should be in different directories, and the test code should contain an `import version1.Time;` Be sure to test setting hours, minutes, or seconds outside of the usual range to see what happens.

Show that you can convert a `Time` to a `String` *without* writing additional code: for instance `System.out.println("The time is"+t)` should work for a `Time t`.

Time Class — version 2

Package this version in a package called `"version2"`.

This version should have identical public method signatures and testing, but each `Time` object should have a single member variable that represents the number of seconds since midnight.

- ⇒ In the code comment before this `Time` class, comment on which methods are easier, and which methods are more difficult for this version.
 - ⇒ Again, write a test class that uses the various methods of the `Time` class to show that they work.
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Theory

Be sure that you have read Chapter 10 of the *Big Java: Early Objects* text.

Sorting Experiments (version1b and version2b)

Using your version 1 and version 2 `Time` classes, attempt to sort a `Time []` array using `java.util.Arrays.sort`. This will produce an error.

Now create new packages `version1b` and `version2b` that are the same as `version1` and `version2` except that the class starts with

```
public class Time implements Comparable<Time> { ...
```

Repeat the sorting experiment. (It should now work).

- ⇒ Script your test results.
 - ⇒ Explain your test results.
-

Implementing your own interface (version1c and version2c)

Create an interface `TimeInterface` that looks like Figure 2 on page 4 in a separate `.java` file. Write test code to determine something like

```
TimeInterface ti = new version2.Time(12,30,0) ;
```

works “out of the box”. (It shouldn’t.)

- ⇒ Script your result.
- ⇒ Create new packages `version1c` and `version2c` with `Time` classes that explicitly “implements `TimeInterface`”. Now test code like

```
TimeInterface ti = new version2c.Time(12,30,0) ;
```

works. (It should.)

- ⇒ Script your result.
 - ⇒ Explain your results.
-

The various classes should all have the following public methods unless otherwise specified.

- Constructors
 - `Time()` (creates midnight),
 - `Time(h,s,m)`, and
 - `Time(Time t)` (initialize from another `Time` object).
- Accessor methods
 - `getHour`,
 - `getMinute`, and
 - `getSecond`

that return the corresponding value from the object. The hours should be between 0 and 23, and the minutes and seconds should be between 0 and 59.
- Mutator methods
 - `setHour`,
 - `setMinute`, and
 - `setSecond`

to set the corresponding attributes of a `Time` object. These should ensure that the resulting time is legitimate. Decide and document what happens when you, say set the number of seconds to 75.
- A mutator method
 - `public void advanceBy(int seconds) { ... }`

that changes the time by a given number of seconds.
- A method
 - `public String toString() { ... }`

that produces a string like "22:03:12". The hours should be between 0 and 23, and the minutes and seconds should be between 0 and 59.
- A method
 - `public int compareTo(Time t) { ... }`

that produces the number of seconds from `t` to `this`. That is, `t.advanceBy(this.compareTo(t))` should set `t` to the same time as `this`.
- A method
 - `public boolean equals(Time another) { ... }`

that returns true if and only if the times have the same value.

Figure 1: Time class features

```
public interface TimeInterface
{
    int getHour() ;
    int getMinute() ;
    int getSecond() ;
}
```

Figure 2: Time interface specification

⇒ What follows is a sequence of questions about how code works. For each question, ensure that there is output in your script file that shows the answer to the question. Comment on why you get the results that you do.

- Can you create a `TimeInterface` array that contains a mixture of `version1c.Time` and `version2c.Time` objects?
- What happens with code like?

```
TimeInterface ti = new version2c.Time(12,30,0) ;
System.out.println(ti.getSecond()) ;
```

- What happens with code like?

```
TimeInterface ti = new version2c.Time(12,30,0) ;
ti.setSecond(12) ;
System.out.println(ti.getSecond()) ;
```

- What happens with code like?

```
TimeInterface ti = new version2c.Time(12,30,0) ;
System.out.println(ti) ; // Do you expect a hex address?? Why?
```

⇒ Explain your results.