# **CoSc 10403**

# Lab # 6 (An Array as a Collection)

## Due Date:

Part I, Experiment - classtime, Thursday April 16th 2020

Part II, Program - by midnight, Thursday April 16th 2020

Part I is the Experiment component and <u>will not be accepted late</u>. Part II is the programming component.

### Part I. Experiment. (20%)

#### REMEMBER - ALL EXPERIMENTS MUST BE TYPED – NOT HANDWRITTEN!!!!

- Take a look at Lab6ExperimentView.java, by looking at method addPanel(), what does the if statement if(validateInt(dataN.getText())) do?
- 2. Again in Lab6ExperimentView.java, by looking at method validateInt(String s), what does the method return? What decision is made based on the return by the calling method?
- 3. Finally in Lab6ExperimentView.java, by looking at method addPanel(), what is the use of the line int dataR = (int) numData/5+1; What is the benefit in the GridLayout where it is used?

4. Take a look at Lab6ExperimentControl.java, by looking at method procMax() What does the if statement block do? What is the use of the assignment maxIndex = i?

5. Take a look at Lab6ExperimentControl.java, compare the methods procSort() and procSortString(). What is the difference between the if statements in both methods, specifically: if(data[j-1]>data[j]) and if(dataString[j-1].compareTo(dataString[j])>0) ?

6. Take a look at Lab6ExperimentView.java, look at the declaration DecimalFormat decimal = new DecimalFormat("###,###.##"); Where in the program the decimal instance is used? What for?

<u>**Part II (80%)**</u>-As with earlier projects, you can zip together the two **Lab6** java files (i.e. Lab6View.java, Lab6.java), before submitting your classes with D2L or simply submit **Lab6.java** that extends **Lab6View.java**.

This project will require that your **Lab6Project** contain two separate classes (**Lab6View**, **Lab6**) since the emphasis is the Control, we give you **Lab6View**.java and you only need to write the **Lab6.java**.

The purpose of this assignment is to familiarize you with a **Collection** Class to implement a **One-Dimensional Array**. We will discuss in class how to do this project. The functionality of this lab is as follows:

- 1) When number of elements of two one dimensional arrays are defined the arrays are displayed for the user to enter the number in the JTextFields
- 2) After entering valid numbers in the JTexFields the arrays can be read and parsed to be stored in proper data double array collections
- 3) Once the arrays are read you can perform the following three operation

Addition Vector data2 is added to vector data displaying the results in vector data, this is done using a for loop for each element

Scalar The scalar or dot operation of the two vector is computed and the result is displayed in a new JFrame the formula of this computation is given by the summation scalar =  $\sum data[i]*data2[i]$  for all elements i in both vectors data and data2

Matrix The matrix operation of the two vectors is computed and the result is displayed in a new JFrame the formula of this computation is given by the summation result[i][j] = data[i]\*data2[j] for all elements i in the vector data and j in vector data2

4) A Reset button is also available

Here is a sample of our implementation

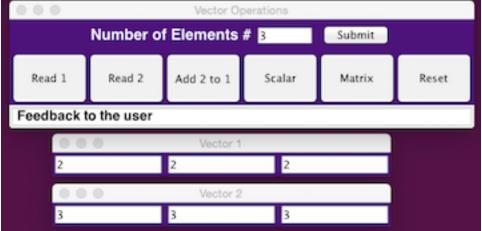
Before defining number of elements

|             | Vector Operations    |        |
|-------------|----------------------|--------|
| N           | lumber of Elements # | Submit |
|             |                      |        |
| Feedback to | the user             |        |

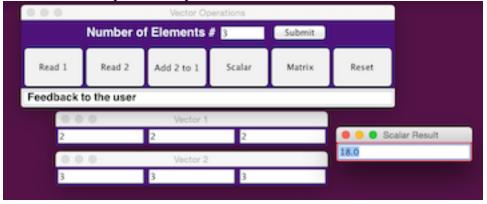
After number of elements are defined

| 000        |            | Vector Op  | perations |        |       |
|------------|------------|------------|-----------|--------|-------|
|            | Number of  | f Elements | # 3       | Submit |       |
| Read 1     | Read 2     | Add 2 to 1 | Scalar    | Matrix | Reset |
| Feedback t | o the user |            |           |        |       |
| 0.0        | 0          | Vector 1   |           |        |       |
|            |            |            |           |        |       |
|            | •          | Vector 2   |           |        |       |
|            |            |            |           |        |       |

#### After vectors data is entered and vectors are read



### After the scalar operation is performed



After the Matrix operation is performed

|       |          | Number o    | f Elements | erations | Submit |            |        |
|-------|----------|-------------|------------|----------|--------|------------|--------|
|       | Read 1   | Read 2      | Add 2 to 1 | Scalar   | Matrix | Reset      |        |
|       | Feedback | to the user |            |          |        |            |        |
| 0.0.0 | Vector 1 |             |            | 000      | Mat    | rix Result |        |
| 2     | 2        | 2           |            | 6.0      | 6.0    |            | 6.0    |
|       |          |             |            |          |        |            | 19-14- |
| 000   | Vector 2 |             |            |          | _      |            |        |
| 3     | Vector 2 | 3           |            | 6.0      | 6.0    |            | 6.0    |

Note that the program may consider **try/catch** blocks to process when and **NumberFormatExceptions**, but they are not required yet.

|            | O O Vector Operations         |            |        |        |       |  |  |  |
|------------|-------------------------------|------------|--------|--------|-------|--|--|--|
|            | Number of Elements # 3 Submit |            |        |        |       |  |  |  |
| Read 1     | Read 2                        | Add 2 to 1 | Scalar | Matrix | Reset |  |  |  |
| Invalid nu | Invalid number retype         |            |        |        |       |  |  |  |

NullPointerExceptions occur

|   |   | Vector Operations |                  |            |        |          |         |  |
|---|---|-------------------|------------------|------------|--------|----------|---------|--|
|   |   |                   | Number o         | f Elements | 4      | 3 Submit |         |  |
|   |   | Read 1            | Read 2           | Add 2 to 1 | Scalar | Matrix   | Reset   |  |
| • |   | Read the ve       | Read the vectors |            |        |          |         |  |
| ſ |   | Vector 1          |                  |            | 000    | W        | ictor 2 |  |
| Į | 3 | 1                 | 1                |            | 2      | 2        |         |  |