DUE DATES:

Monday recitations: 9:00 PM on 10/23 Wednesday recitations: 9:00 PM on 10/25 Thursday recitations: 9:00 PM on 10/26 Friday recitations: 9:00 PM on 10/27 Saturday recitations: 9:00 PM on 10/28

Ready!

This lab consists of another debugging exercise. We have provided you with a simple graphical user interface for a simple calculator. But the calculator is buggy! It is up to you to figure out what the bugs are restore its functionality.

code.Driver.java: Use this to run your code.

code.Calculator.java: This is the buggy calculator code. EDIT ONLY THIS FILE. This is the only file that will be submitted to Web-CAT.

user_interface.CalculatorUl.java: Creates a simple yet functional user interface.

Be sure to review the following sections from the ZyBook: 1.2, 2.5, and 4.8.

Set!

- 1. Log in
- 2. Start Eclipse
- 3. Switch to the CVS Repository Exploring perspective
- 4. Check out the CSE115-Lab6 project from the Labs repository
- 5. Switch to the Java perspective

Go!

The calculator is a little unusual. It does not have any buttons representing binary operators (this would require a little more Java than you know at this point). Instead it has buttons that perform unary operations (like squaring, doubling, halving, negating), digit buttons, and a clear key.

There are several ways you can track down the problems. You can use the graphical user interface to see what the behavior is. For example, clicking '3' should cause the number 3 to appear in the display. Clicking '7' right after should change the number in the display to 37. Clicking the 'x/2' button should change the number in the display to 18 (integer division produces an integer value: 37/2 has quotient 18 with remainder 1).

You can inspect the source code of the calculator. You need to look ONLY at the code.Calculator class, and you must not edit any other class for this lab.

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You should also submit your work to Web-CAT to get additional feedback. If you submit to Web-CAT as soon as you start the lab the feedback that you get through Eclipse may look like this:

- Result Summary				
Submit Again Full Printable Report				
Assignment CSE 115 (5-Fri A13 Zach & Keith): 2016-SP-115-Lab6 try #6 Name Carl Alphonce (alphonce) Partners Carl Alphonce (alphonce) Submitted 03/08/16 07:04AM, 16 days, 15 hrs, 51 mins early Total Score 13.636363636363598 + 5.0 early bonus = 18.6/100.0 Position in class:	Score Summary Correctness/Testing: Final score:	13.6/100.0 18.6/100.0		
▶ Graphs				
File Details File is the file				
• Estimate of Problem Coverage (14%)				
- Downloadables				
FileDescriptionalphonce.jarYour original submission				

To see the full feeback, open the 'Estimate of Problem Coverage' section:

CSE115 Lab 6

Spring 2016

- Estimate of Problem Coverage (14%)

Problem coverage: 14%

For this assignment, the proportion of the problem that is covered by your solution is being assessed by running a suite

Test results indicate that your code still contains bugs. Your code appears to cover only 14% of the behavior required for

Double check that you have carefully followed all initial conditions requested in the assignment in setting up your soluti program.

The following hint(s) may help you locate some ways in which your solution may be improved:

- · After pressing '3' then '4' the value of the calculator should be 34, but it was 0.
- After pressing '4' then '3' the value of the calculator should be 43, but it was 0.
- After pressing '9' the value of the calculator should be 9, but it was 0.
- After pressing '8' the value of the calculator should be 8, but it was 0.
- After pressing '7' the value of the calculator should be 7, but it was 0.
- After pressing '6' the value of the calculator should be 6, but it was 0.
- After pressing '4' then '6' the value of the calculator should be 46, but it was 0.
- After pressing '6' then '4' the value of the calculator should be 64, but it was 0.
- After pressing '6' then '4' then 'x*2' the value of the calculator should be 128, but it was 0.
- After pressing '6' then '5' then 'x/2' the value of the calculator should be 32, but it was 0.
- After pressing '6' then '4' then 'x/2' the value of the calculator should be 32, but it was 0.
- After pressing '8' then 'x^2' (square) the value of the calculator should be 64, but it was 0.
- After pressing '6' then 'A' then 'negate' the value of the calculator should be -64, but it was 0.

As you make progress on the lab the amount of feedback becomes smaller and smaller:

Estimate of Problem Coverage (91%)

Problem coverage: 91%

For this assignment, the proportion of the problem that is covered by your solution is being assessed |

Test results indicate that your code still contains bugs. Your code appears to cover only 91% of the be

Double check that you have carefully followed all initial conditions requested in the assignment in set program.

The following hint(s) may help you locate some ways in which your solution may be improved:

- After pressing '6' then '5' then 'x/2' the value of the calculator should be 32, but it was 21.
- After pressing '6' then '4' then 'x/2' the value of the calculator should be 32, but it was 21.

Remember that you can submit as many times as you want prior to the deadline. Keep sleuthing until you've found and fixed all the bugs.

If this file has compilation errors when you submit Web-CAT will be unable to run its tests, and your submission will earn only early/late points.

Submitting your project to Web-CAT

Make sure you submit your work on time; due dates are listed at the beginning of this lab description. This lab will be automatically graded by Web-CAT. You may submit as many times as you wish. Your last submission is the one that counts (so consider carefully whether you want to make any late submissions, as the late penalty is 20 points per day or portion thereof late).

Pay attention to the output produced by Web-CAT. If your submission scores 100 (without any early submission bonus you might be entitled to) you're all set. If your submission does NOT score 100, fix the problem(s) and resubmit. Prior to the submissions deadline we expect that you will continue working until your submission scores 100.