## Lab Exercise #2 Debugging with Eclipse CS 2334, Fall 2013

Due by: Friday, August 30, 2013, 3:00 pm CST

This lab is a group exercise. Students must complete this assignment with at least one partner.

Name:	:		

## Learning Objectives (Milestones):

1. Create and use Junit tests to debug a sample Java program.

## *Inspiration:*

Have you ever made a million dollar mistake? How about a three hundred million dollar mistake? A NASA contractor has. Because the contractor used the wrong units of measurement, the Mars Climate Orbiter was lost at a total mission cost of over \$325,000,000. We should try to avoid making such costly mistakes ourselves.

One way to reduce the likelihood of such mistakes is to represent measurements as objects, rather than just numbers. Think of it this way, what if I asked you, how far is 12 or how fast is 20? These are nonsensical questions because 12 is not a distance and 20 is not a speed. To have a distance, we need to know the distance units we are using. 12 centimeters is a very different distance than 12 inches, 12 feet, 12 meters, 12 yards, 12 miles, 12 light years, or 12 parsecs. Similarly, 20 miles per hour is a much different speed than 20 meters per second. You wouldn't want someone to assume you meant inches when you really meant inches or to assume you meant miles per hour when you really meant meters per second any more than you would want someone to think that a parsec is a unit of time. So, rather than representing a distance measurement as an int or a double, we could create a **Distance** object that keeps track of the numerical value (such as 12) along with the unit (such as inches). Today's lab does just that.

Unfortunately, dealing with lots of different measurement types (distances, speeds, times, accelerations) and many different units possibilities for each type, results in a lot of code. Fortunately, using object oriented approaches can simplify the design and implementation of that code. Unfortunately, it is nonetheless very possible to wind up with errors in all that code. Fortunately, there is a method that can help with finding and fixing such errors – unit testing.

When we talk of "unit testing," we are using the word "unit" in a different sense than we did with units of measurement. With unit testing, we are referring to small parts of our code as "units." We test each of those small parts independently, to try to make sure that it works correctly on its own, rather than trying to debug a large program all at once. In object-oriented unit testing, we test each Class separately and within each Class, we test each method of any complexity. For unit testing in Java, JUnit is very popular and important unit testing framework. It is also the framework we will use for this lab and in your projects.

In this lab, we are going to crudely simulate a very simple spaceship that moves in a straight line.

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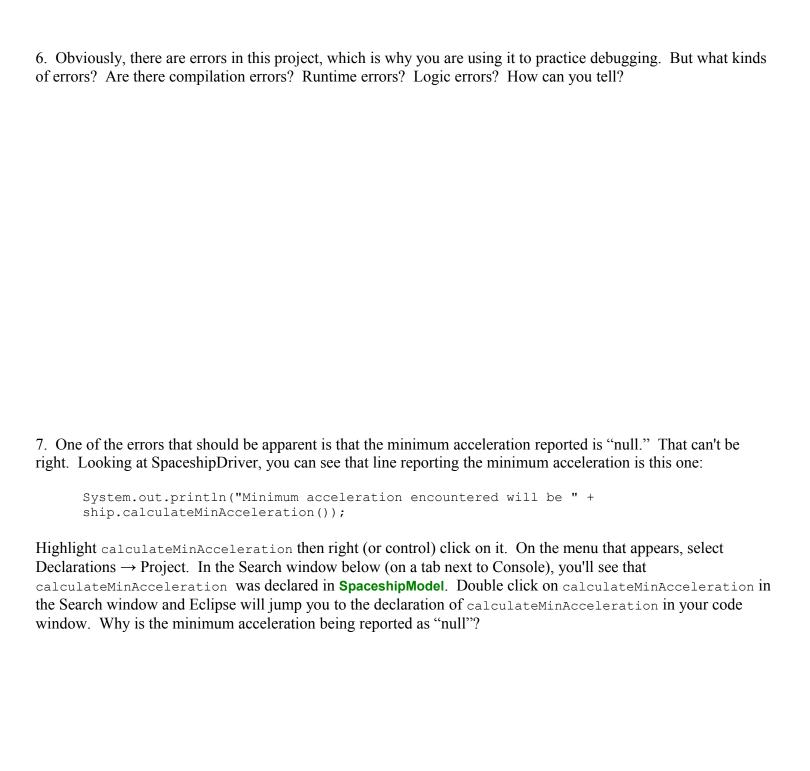
## Instructions:

This lab exercise *requires your group to have a laptop with an Internet connection*. Once you have completed the exercises in this document, you will submit it for grading. You should legibly write your names at the top of this lab handout

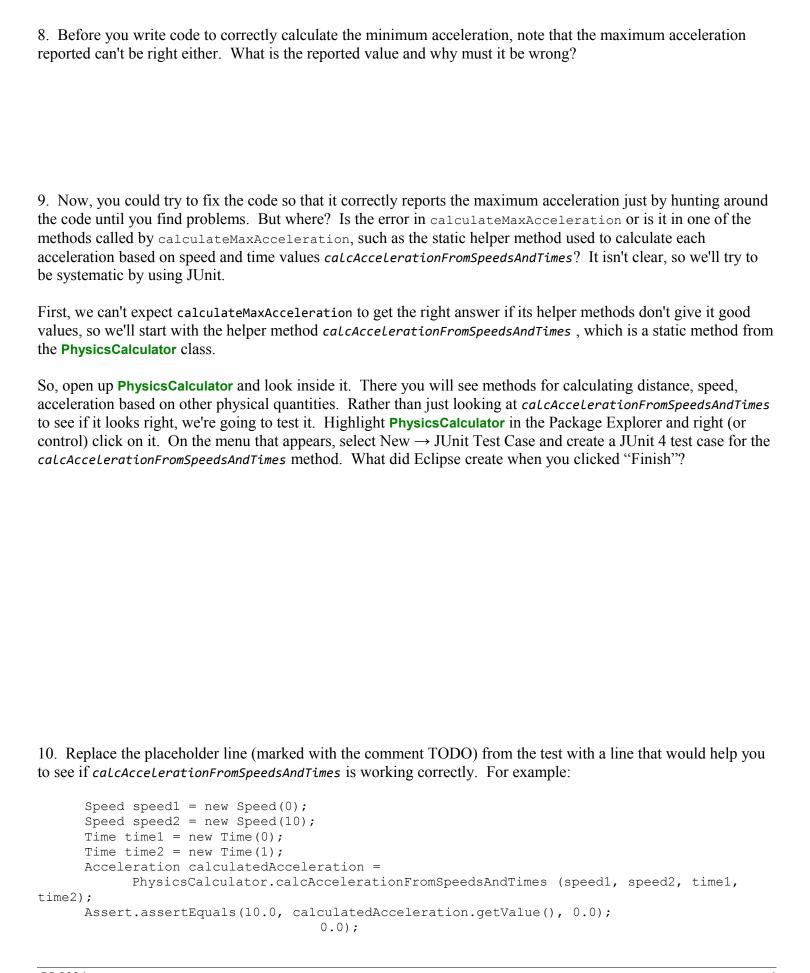
- 1. Download and save the sample "Lab2-eclipse.zip" source archive from the class website. Import the archive into Eclipse using the instructions given in the "Basic Eclipse Tutorial" slides.
- 2. Using Eclipse's Package Explorer, take a look at all of the Classes in the Lab 2 project. You should see 12 of them there. In Java, each Class is stored in its own file. List the 12 Classes here.

- 3. Open the **SpaceshipDriver** Class and look at its source code. All Java programs must have a main method within them so that the JVM knows where to start running the code. (Even though Java is object oriented, at the hardware level the computer is procedural, so the computer will still execute the code step by step by step.) As you can see, the **SpaceshipDriver** Class contains the main method for this program. Using "Driver" at the end of the name of the Class that contains the main method is a common coding convention.
- 4. Within the main method, **SpaceshipDriver** creates a new spaceship model of Class **SpaceshipModel** and initializes its speed to zero meters per second. (Of course, the code for the Class **SpaceshipModel** is in the file SpaceshipModel.java.) What is the name of the variable that refers to the new spaceship model created here?
- 5. Next **SpaceshipDriver** gives a sequence of speed commands to the ship and, finally, it calculates some values and prints them out. Run **SpaceshipDriver** and write here the output it prints.

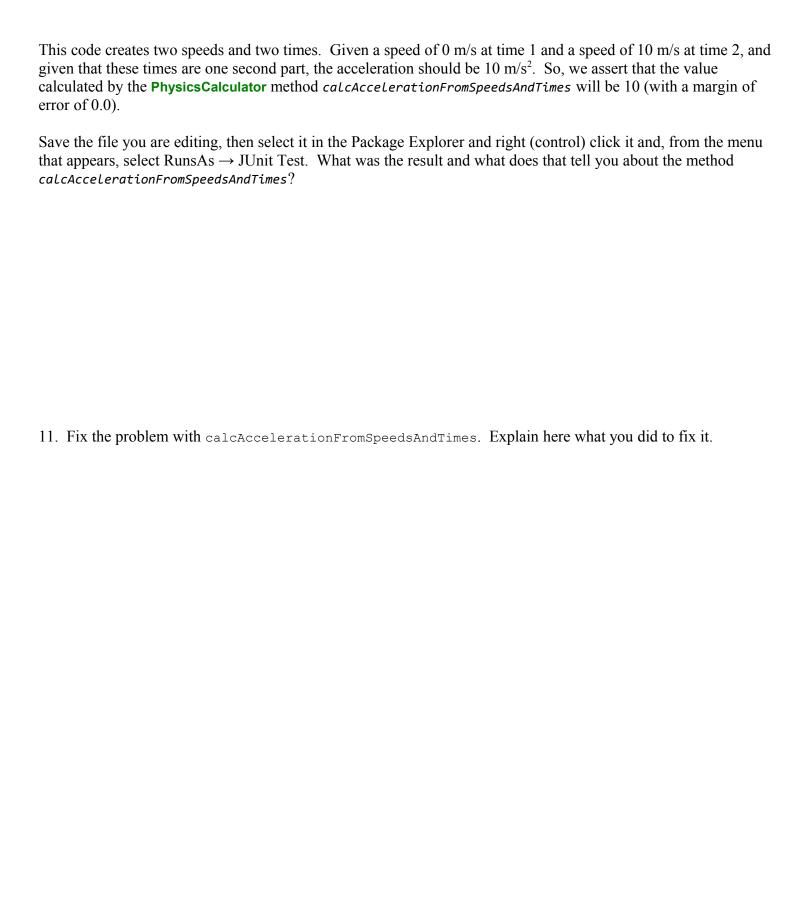
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