CMPSC 111
Introduction to Computer Science I
Fall 2013
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Recitation 6
3–4 October 2013
Due in Sakai by midnight
"Checkmark" grade

Summary

Modifying a simple class.

Download the Example

Download the files "Octopus.java", "Utensil.java," and "Rec6.java" from the course Web page
(http://cs.allegheny.edu/~rroos/cs111f2013). To compile them, type javac Rec6.java and
to run them, type java Rec6.

Imitate!

Edit the file Octopus.java and look for the constructor. In it, there is one parameter n, which
contains a String. Change this by adding one more parameter, a, of type int. This is the age
of the octopus. Save this in the appropriate instance variable (imitating what was done for the
name).

Edit the file Rec6.java and look for the place where variable ocky is defined to be a new
Octopus. Add an "age" to this so that we are specifying two things, not one, in the construction.
Delete or comment out the "ocky.setAge(10)" method call in the next line.

Recompile and re-run the program and see if it correctly provides the age you specified.

Imitate Some More!

Edit the file Rec6.java. Declare a second Octopus variable (don't just change the name of the one
that's there—create another one) and assign it any name and age that you want.

Create a second Utensil of any type you wish, imitating the declaration and initialization of
spat. Assign a cost and a color to this utensil. Assign this utensil to the new Octopus you created.

Print out the name, age, weight, and favorite utensil of your new octopus.

Print out the type, cost, and color of your new utensil.

At the end of the period, or by midnight of the day of your recitation, upload the Octopus.java
and Rec6.java files you just edited (only the .java files, nothing else).

If you were unable to complete the exercise and have nothing to upload, please send me an email with the subject line "Recitation 6" and tell me what problems you encountered so that I can help you. (Actually, email me if you had any problems or questions, even if you uploaded something.)

General Guidelines for Recitation Sessions

- **Experiment!** Recitation sessions are for learning by doing without the pressure of grades or "right/wrong" answers. So try things! The best way to learn is by trying things out.

- **Submit *something*.** Your grade is just 0 or 1, depending on whether or not you attempt the work and upload something to Sakai.

- **Try to Finish During Class.** Recitation exercises are not intended to be the equal of laboratory assignments. If you are simply a slow typist, I've given you until the end of the day, but ideally you should upload a file, even a non-working one, by the end of the class period and be finished with it.

- **Help One Another!** If your neighbor is struggling and you know what to do, offer your help. Don't "do the work" for them, but advise them on what to type or how to handle things.

- **Review the Honor Code policy on the syllabus.** Remember that you may discuss programs with others, but programs that are nearly identical to others will be taken as evidence of violating the Honor Code.