Assignment 4

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General Tips

• "Any fool can write code that a computer can understand. Good programmers write code that humans can understand." --- Martin Fowler

• Variable names – Use meaningful variable names
• Indentation – Use spaces(not tabs). Show the structure of code flow and scope clearly.
• Comments – Use them! But, avoid trailing comments

• Refer this nice style guides;; [Style Guide 1](#) , [Style Guide 2](#)
Problem 1

• Make sure to use correct class name – ‘Choices’
• Refer the BigInteger API to find out useful functions such as – multiply, divide, subtract, valueOf, compareTo etc
• Use a loop to calculate factorial of a number.
• Try using multiple functions to avoid code redundancy(repeated codes).

Problem 2

• Make sure to use correct class name – MyDate.java
• MyDate.java should have these-
  1)private Instance variables(class variables)
  2)public Constructor – MyDate(<int>,<int>,<int>)
  2)public Methods – getDayOfWeek(), getDayOfYear(), isValidDate(), toString()
• Do not use any Date classes or any advance class outside the default java.lang package!
• In order to test your code put both your java files in same directory – FindDay.java & MyDate.java
• Do not turnin FindDay.java!
• Calculators you can use to verify your answer – Leap Year, Day Of Week
Problem 3

- Turn in – Customer.java, Account.java & BankTester.java
- Do NOT turn in – Address.java
- In order to test your code – put all 4 java files in the same directory.
- Remember that public static void main() will be present only inside – BankTester.java
- Using instance object methods –

  customer.getSavings().deposit(1000);