Assignment 5

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General Tips

- There are no pair programming this time
- Leave the pair comments ‘untouched’
Problem 1

- Turn in – Encryptor.java
- DO NOT turn in – TestEncryptor.java
- Remember to keep all java files in same directory when you are working with it.
- Useful String methods – length(), charAt(), toLowerCase()
- Useful Character methods - Character.isLetter(), Character.isLowerCase()
- Refer my comments
Problem 2

- Turn in – LetterFrequency.java
- DO NOT turn in – FrequencyGraph.java
- Array length can be found using → .length
- String length can be found using → .length()
- LetterFrequency.java should have these-
  1) private Instance variables- keep track of letter range(START, END) and integer array to store the letter count.
  2) public Constructor – LetterFrequency(<int>,<int>)
  3) public Methods – countLetter(<String>), getCountOfLetter(<char>), getMaxCount(), getMostFrequentLetter(), getTotalCount()
  4) private Method - countLetter(<char>)
- In order to test your code put all these files in same directory – LetterFrequency.java, FrequencyGraph.java & PrimitiveStorage.txt
Problem 3

• Turn in – CrosswordBoard.java
• DO NOT turn in – TestBoard.java
• When working with the java files keep them in the same directory
• CrossBoard.java should ‘probably’ have-
  a) private instance variables- a two dimensional character array, and others
  b) public constructor- CrossBoard(<int>,<int>)
  c) public methods- toString(), placeWordAcross(<String>,<int>,<int>),
     placeWordDown(<String>,<int>,<int>)
• Refer my example code.