Homework 3, CS161, Spring 2012, Due Monday, Feb. 13, 10:00am

The last thing you should do before you turn your program in is to run it from the command line on the department Linux machines. You do this by running "javac Assign3.java" and then "java Assign3". Test it carefully on the Linux machines, because moving a program from Eclipse to the Linux machines can change the behavior of a program, especially if you have bugs that you haven't noticed in Eclipse.

We have created a program, Assign3.java, to get you started. Compile and run the program, play with it, and look over the code and comments. In addition to preconditions/postconditions, we constrain how you have to solve each problem. A recursive solution begins with an insight that you can solve a problem by solving one or more smaller instances of exactly the same problem you started out with, and then combining these solutions into something that will meet your postcondition.

In each case, we point out how to break your problem down into smaller instances of your original problem. Your recursive solution must match this strategy. Don't forget that you will have to add one or more base cases that are solved directly, instead of recursively, to complete your working method.

You can't use loops in any of the methods you have to write.

Programming assignments will be submitted using RamCT. You can submit the assignment by selecting Assignments in the Course Menu and selecting the appropriate assignment within the Assignments section. Once you have selected the correct assignment, you should attach all files indicated by the directions of the assignment and submit the assignment for grading. After you have submitted the assignment, be sure to verify that the assignment was submitted correctly by clicking on the submitted tab under Assignments and verifying that the files that were submitted are correct. Attaching incorrect files is one of the most common problems - it is the responsibility of the student to ensure that the correct files were submitted for the assignment. DO NOT copy and paste your program into the submission box, these will no longer be accepted.

Once an assignment has been submitted, you can "unsubmit" the assignment by locating the assignment under the submitted tab, clicking on the pull-down menu associated with the assignment and selecting the "Take back assignment to Inbox". This will allow you to modify the attached files and resubmit the assignment. BE SURE to submit the modified assignment when you are finished.