CS2102 B15 – Programming Exam Guidelines

We are providing starter files with initial class definitions (including constructors) and a basic `Examples` class. The `Examples` class contains 1-2 test cases for any method you are asked to write or edit. The class files will contain headers for most methods that we ask you to write.

- **Testing**: You do **NOT** need to write additional test cases. You **MAY** edit the provided examples as you wish to try out different conditions. Editing the `Examples` class will not affect autograding.

- **Edits to Starter Code:** You may edit the starter code to add classes, interfaces, abstract classes, fields, and/or methods. Your may add `extends` and `implements` statements as needed, and you may move fields into new superclasses. Do **NOT** change the names of any provided classes, names of methods, or the inputs to methods or constructors.

- **Constructors:** If you add a class, include its constructor, taking relevant fields as arguments. No methods are required unless a problem states otherwise.

- **Access Modifiers:** You do **NOT** need to include access modifiers (public, private, protected) unless a problem asks otherwise.

- **Encapsulation:** Is **NOT** required unless a problem asks otherwise.

We recommend that you do **NOT** spend time trying to read all the details of the starter files in advance, especially in the `Examples` class. The problem statements will be self-contained.

Grading: We will look for issues such as whether you shared common code (when appropriate). Documentation is not required.