ArrayList and Inheritance - Zipcodes with populations and locations

CS 206 - Introduction to Data Structures

Assignment 2 - due Thursday 2/7

In this project, we will practice ArrayList and object-oriented design with inheritance. You will build on top of your Assignment 1. There is now a second input file ziplocs.csv which gives information about zipcodes and their associated latitudes and longitudes (as decimal numbers), among other things (but not population). Your task this week is to weave these two files together and organize the data into classes stored in an ArrayList that allows us to perform similiar lookups as those in Assignement 1.

One of the important goals of this class is to train you to become successful independent programmers who can translate a problem on paper to fully functional code that solves the problem. Thus, each assignment is designed to give you less detailed instructions. You will notice that for example, unlike Assignment 1, this assignment no longer contains exact method signatures or names any instance variables. Instead, you are asked to think about what instance variables are necessary and reasonable in order accomplish the tasks given here. In addition, not having exact method signatures doesn't mean anything goes. You are expected to design functional and efficient methods much like those you had before. In other words, Assignment 1 gave you an exact design you just had to implement. This assignment asks you to flesh out a design much in the same style - basic steps are still listed for you - see Section 2. I am happy to discuss design questions during lecture, lab or office hours of course.

1 Input File Format

The file **ziplocs.csv** contains a header line at the top with column names, but it does not list the number of entries in the file. Thereafter, the lines contain 12 comma-separated fields that look like this:

```
"07677", "STANDARD", "WOODCLIFF LAKE", "NJ", "PRIMARY", 41.02, -74.05, "NA-
```

US-NJ-WOODCLIFF LAKE", "false", 2945, 5471, 325436960

We will only use three of these fields, the zipcode (#1), the latitude (#6) and the longitude (#7). In the sample line, that is 07677 (in quotes), 41.02 and -74.05. As in the last assignment, some lines are missing some information, but all lines

As in the last assignment, some lines are missing some information, but all lines have the correct number of commas (11).

In your last assignment, you only read the zipcode, town and state fields from uszipcodes.csv, but ignored the population information. You will now read the total population field in uszipcodes.csv as well, if not missing.

By collating the data between uszipcodes.csv and ziplocs.csv, we can categorize all zipcodes into one of three categories: zipcodes with a population and location, zipcodes with a location only, and zip codes without either. (Interestingly, the dataset does not contain any zipcodes with a population but no location.) We'll call the first a PopulatedPlace, the second a LocatedPlace, and the third just a Place. These types naturally form an inheritance hierarchy, where PopulatedPlace is a subclass of LocatedPlace (every PopulatedPlace is also a LocatedPlace) and LocatedPlace is a subclass of Place (every LocatedPlace is also a Place).

2 Specific Tasks

- 1. All classes should be public in this assignment, and thus in their own file.
- 2. Override the toString method of your Place class to return an appropriate string representation. For example, the Place for Bryn Mawr should return "Bryn Mawr, PA".
- 3. Write a new class LocatedPlace that is a subclass of Place. Include appropriate instance variables, constructor and getters.
- 4. The LocatedPlace class must also have an overridden toString method that includes the location information in the string returned. For example, for Bryn Mawr it would return the string "Bryn Mawr, PA 40.02 -75.31".
- 5. Write a new class PopulatedPlace that is a subclass of LocatedPlace. Include appropriate instance variables, constructor and getters.
- The PopulatedPlace class must also override the toString method to include the place's population in the string. For Bryn Mawr, this would yield "Bryn Mawr, PA 40.02 -75.31 21103".

7. Modify the readZipCodes method from LookupZip to read both data files, constructing an ArrayList of Places and returns it. If a place's population is known, it will be represented by a PopulatedPlace object; otherwise, if a place's location is known, it will be represented by a LocatedPlace object; otherwise it will be represented by a Place object.

One restriction is that readZipCodes should read each file only once: that is, you should create a new Scanner for each file only once, not repeatedly. You should also not reset these Scanners. You should read in one file first, create objects to accumulate the partial data in that file, and then read the other file, combining the entries appropriately. Note that the zipcodes in the files are not in the same order.

Note that this new version returns an ArrayList, not an array. You might find that you need to adapt your old parseLine or lookupZip methods.

8. Update the main method to work with your new methods. Recall that the appropriate toString() will be used when you print your three different Place objects.

Here's a sample session:

zipcode: 19010 Bryn Mawr, PA 40.02 -75.31 21103 zipcode: 99400 No such zipcode zipcode: 91729 Rancho Cucamonga, CA 34.09 -117.56 zipcode: 00000 Good Bye!

3 Electronic Submissions

At this point, you should have one Main.java, but also a separate .java for every class you created (since they are all public).

1. **README:** The usual plain text file **README**

Your name:

How to compile: Leave empty if it's just javac Main.java

How to run it: Leave empty if it's just java Main

- **Known Bugs and Limitations:** List any known bugs, deficiencies, or limitations with respect to the project specifications. Documented bugs will receive less deduction versus uncaught ones.
- 2. Source files: Main.java Place.java LocatedPlace.java PopulatedPlace.java LookUpZip.java
- 3. Data files used: uszipcodes.csv ziplocs.csv
- **DO NOT INCLUDE:** Please delete all executable bytecode (.class) files prior to submission.

To submit, store everything (README, source files and data files) in a directory called A2. Then follow the directions here:

https://systems.cs.brynmawr.edu/Submit_assignments