

## Homework 2

In this homework, you are to extend the project you started in Homework 1. Remember this iteration should also be functioning program by the end date, but be aware that we will continue adding to it in the next homework.

1. Create a simple UML diagram that describes your program.
2. Add some randomness to your program using either the Random class or Math.random.
3. Add some math to your program using the Math class.
4. Add some formatting to your numbers (if you have some) using NumberFormat and/or DecimalFormat.
5. Make your program graphical using the JFrame and JPanel classes
6. Create your own classes where appropriate with all corresponding:
  - a. Attributes
  - b. Methods
7. Make sure your program has good structure and good commenting at the top
8. Print out the description of your project to someone in the Panel.
9. Make sure you keep a log of all errors that occur while creating your project.
  - a. What was the error (syntax, runtime or logical)?
  - b. What error did the compiler tell you if it was a syntax error?
  - c. What error arrived if it was a run-time error?
  - d. If you had any logical errors, how did you find it? What did you do to fix it?
  - e. Please put those in a separate document that you submit with each assignment (it may grow)