



# Computer Science 501 Data Structures & Algorithms

The College of Saint Rose  
Fall 2013

## Lab 2: Silver Dollar Game

Due: 6:00 PM, Wednesday, September 11, 2013

This week's lab is another designed to build up your Java skills. You may again discuss the lab with your classmates and give and receive some help, but your submission must be your own work.

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### Lab Program

Write the program for the lab exercise at the end of Chapter 3 of Bailey. Use a single Java source file `CoinStrip.java`. The `CoinStrip` class should encapsulate the game state, and include a `main` method to play an instance of the game.

Remember to answer the thought questions. Please place your answers to these in a comment at the top of your program.

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### Submission

Before 6:00 PM, Wednesday, September 11, 2013, submit your Java program for grading. There are two things you need to do to complete the submission: (i) upload a copy of your Java program (the `.java` file only) using Submission Box at <http://sb.teresco.org> under assignment "CoinStrip", and (ii) print and turn in a hard copy of your program.

Don't forget to check your programs for compliance with the Style Guide for CSC 501 Programs

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### Grading

Grading Breakdown	
Choice of coin strip representation	5 points
<code>CoinStrip</code> constructor and methods	6 points
<code>main</code> method to play an interactive game	6 points
Program documentation	4 points
Style and formatting	3 points
Thought Questions	6 points