Instructions

Follow instructions carefully, failure to do so may result in points being deducted. Hand in all your source code files through webhandin and make sure your programs compile and run by using the webgrader interface. You can grade yourself and re-handin as many times as you wish up until the due date. Print a hardcopy of the rubric for this assignment and hand it in by the due date.

Partner Policy

You may work in pairs for this assignment if you chose. If you do work in any groups or pairs, you must follow these guidelines:

1. You must work on all problems together. You may not simply partition the work between you.
2. You should not discuss problem details with other groups or individuals beyond general questions.
3. Hand in only one hard copy (and one soft copy) under the first author’s name/cse login. Be sure to include both names.

Naming Instructions

- For problems 1 and 3 implement the programs in C and place your source code in files named bearing.c and halftime.c respectively.
- For problems 2 and 4 implement the programs in Java and place your source code in classes/files named TimeDilation.java and CellPhone.java respectively. Place all classes in the default package.

Programs

1. A bearing can be measured in degrees on the scale of [0, 360) with 0° being due north, 90° due east, etc. The (initial) directional bearing from location A to location B can be computed using the following formula.

\[ \theta = \text{atan2}(\sin(\Delta) \cdot \cos(\varphi_2), \cos(\varphi_1) \cdot \sin(\varphi_2) - \sin(\varphi_1) \cdot \cos(\varphi_2) \cos(\Delta)) \]

Where

- \( \varphi_1 \) is the latitude of location A
- \( \varphi_2 \) is the latitude of location B
- \( \Delta \) is the difference between location B’s longitude and location A’s longitude
- \text{atan2} is the two-argument arctangent function
Note: the formula above assumes that latitude and longitude are measured in radians $r$, $-\pi < r < \pi$. To convert from degrees $d$ ($-180 < d < 180$) to radians $r$, you can use the simple formula:

$$r = \frac{d}{180} \pi$$

Write a program to prompt a user for a latitude/longitude of two locations (an origin and a destination) and computes the directional bearing (in degrees) from the origin to the destination. For example, if the user enters: 40.8206, -96.7056 (40.8206° N, 96.7056° W) and 41.9483, -87.6556 (41.9483° N, 87.6556° W), your program should output something like the following.

From (40.8206, -96.7056) to (41.9483, -87.6556):
bearing 77.594671 degrees

2. General relativity tells us that time is relative to your velocity. As you approach the speed of light ($c = 299,792$ km/s), time slows down relative to objects traveling at a slower velocity. This time dilation is quantified by the Lorentz equation

$$t' = \frac{t}{\sqrt{1 - \frac{v^2}{c^2}}}$$

Where $t$ is the time duration on the traveling space ship and $t'$ is the time duration on the (say) Earth.

For example, if we were traveling at 50% the speed of light relative to Earth, one hour in our space ship ($t = 1$) would correspond to

$$t' = \frac{1}{\sqrt{1 - (.5)^2}} = 1.1547$$

hours on Earth (about 1 hour, 9.28 minutes).

Write a program that prompts the user for a velocity which represents the percentage $p$ of the speed of light (that is, $p = \frac{v}{c}$) and a time duration $t$ in hours and outputs the relative time duration on Earth.

For example, if the user enters 0.5 and 1 respectively as in our example, it should output something like the following:

Traveling at 1 hour(s) in your space ship at 50.00% the speed of light, your friends on Earth would experience:
1 hour(s)
9.28 minute(s)
Traveling at 168.00 hour(s) in your space ship at 99.99% the speed of light, your friends on Earth would experience:
1 year(s)
18 week(s)
3 day(s)
17 hour(s)
41.46 minute(s)

3. Radioactive isotopes decay into other isotopes at a rate that is measured by a half-life, $H$. For example, Strontium-90 has a half-life of 28.79 years. If you started with 10 kilograms of Strontium-90, 28.79 years later you would have only 5 kilograms (with the remaining 5 kilograms being Yttrium-90 and Zirconium-90, Strontium-90's decay products).

Given a mass $m$ of an isotope with half-life $H$ we can determine how much of the isotope remains after $y$ years using the formula,

$$r = m \cdot \left(\frac{1}{2}\right)^{(y/H)}$$

For example, if we have $m = 10$ kilograms of Strontium-90 with $H = 28.79$, after $y = 2$ years we would have

$$r = 10 \cdot \left(\frac{1}{2}\right)^{(2/28.79)} = 9.5298$$

kilograms of Strontium-90 left.

Write a program that prompts the user for an amount $m$ (mass, in kilograms) of an isotope and its half-life $H$ as well as a number of years $y$ and outputs the amount of the isotope remaining after $y$ years. For the example above your output should look something like the following.

Starting with 10.00kg of an isotope with half-life 28.79 years, after 2.00 years you would have 9.5298 kilograms left.

4. Write an app to help people track their cell phone usage. Cell phone plans for this particular company give you a certain number of minutes every 30 days which must be used or they are lost (no rollover). We want to track the average number of minutes used per day and inform the user if they are using too many minutes or can afford to use more.

Write a program that prompts the user to enter the following pieces of data:
• Number of minutes in the plan per 30 day period, \( m \)
• The current day in the 30 day period, \( d \)
• The total number of minutes used so far \( u \)

The program should then compute whether the user is over, under, or right on the average daily usage under the plan. It should also inform them of how many minutes are left and how many, on average, they can use per day for the rest of the month. Of course, if they’ve run out of minutes, it should inform them of that too.

For example, if the user enters \( m = 250 \), \( d = 10 \), and \( u = 150 \), your program should print out something similar to the following.

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10 days used, 20 days remaining
Average daily use: 15 min/day

You are EXCEEDING your average daily use (8.33 min/day),
continuing this high usage, you'll exceed your minute plan by 200 minutes.

To stay below your minute plan, use no more than 5 min/day.
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Of course, if the user is under their average daily use, a different message should be presented. You are allowed/encouraged to compute any other stats for the user that you feel would be useful.

5. In this exercise you will get exposure to using git, in particular GitHub. Before you begin, you will need to create an account on GitHub and read the course tutorial on getting started with git: [http://cse.unl.edu/~cbourke/gitTutorial.pdf](http://cse.unl.edu/~cbourke/gitTutorial.pdf). Alternatively, you can find your own resources (and share them on Piazza). Tip: when you sign up on GitHub use a .edu email address and go through the process to get a free student account so that you can create private repositories. This is not necessary for this assignment, but you may find it useful later because you are highly encouraged to start using git/GitHub (or something similar) for all of your future assignments but be sure to commit code to a private repository so that you do not violate the department’s academic integrity policy. For these exercises, however, keep your repositories public so that we can grade you (you are being graded on the process, not the code itself).

Even if you choose to work with a partner on this assignment, you will both need to do the following exercises. You can do them together/side-by-side and help each other, but you must both have your own versions committed to your own GitHub account.

(a) For the first part, you will fork\(^1\) then clone\(^2\) an existing repository and make changes to it. Gomer has written a solution to his CS1 course’s first assignment which

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\(^1\)This creates your own personal copy on the GitHub servers
\(^2\)This brings a copy to your local machine; be sure to clone your repository not mine.
involves computing whether or not a given integer is a Kaprekar Number (details can be found in his documentation). However, he has committed his code with a lot of errors, both syntax errors and logic errors. Fortunately Gomer is actually pretty good at writing unit tests to ensure his code actually works. He has written both Java and C versions of his program and has provided several ways of testing his code using both ad-hoc methods (there are demo programs, ad-hoc testing programs) as well as a more formal unit testing framework (JUnit for Java; cmocka for C). You should consider learning more about these and adopting them for future assignments. The project is available at:

https://github.com/cbourke/KaprekarProject

Fork this project so that you have your own copy. Then clone it to your local development environment so that you can work with it. Then:

1. Fix all the syntax errors so that you get a working executable, commit and push your results.
2. Run the test suites and fix all the logic errors so that all the test cases execute fully. For each change/fix, make an independent commit/push with specific commit comments so that a complete history will be available of all the bugs.

Be sure to commit each change/fix that you make independently so that you have your changes documented. The instructions for building and running the project are available in the project’s readme.md file.

(b) For the second part, you will create a basic repository from scratch, push it to GitHub and then collaborate with a partner to share changes (even if you choose to work alone on this assignment, you will need to team up with at least one other person for this exercise).

To keep things simple, your project will be a simple “Hello World” style program but instead of printing “Hello World”, it will print your name. Once you have created this simple project (Java and/or C, your choice), push it to GitHub. Then have your partner clone it and add their own name to the program (so that it prints both of your names). Then either a) add them as a collaborator so they can push their changes or have them make a pull request and pull their changes to your repository (or do it both ways to get more practice).

Hand-in artifact: Instead of handing your programs in, we’ll want to verify that you’ve followed the process by checking your repository and its commit history. Thus, hand in a text file named readme.md with the URLs of both of your repositories. If you work with a partner, your file should contain URLs for all four repositories.

Additional Resources

- JUnit Tutorial: https://www.tutorialspoint.com/junit/
• [https://cmocka.org](https://cmocka.org) - Cmocka