Assignment 1

- create a program for copying files
 - source and target files are given as program parameters
 - try copying using streams and using the NIO package (the methods transferFrom/transferTo) and also using Files.copy()
- change the previous program so that the second parameter is either file or directory
 - in the case of a directory, the file is copied to the directory and its name is not changed

Assignment 2

- create the adduser program, which add a user to a UNIX system
 - users are in the file /etc/passwd
 - create a copy of the file and make changes to the copy
 - format of the file available in the manual page
 - man 5 passwd
 - program will be interactive
 - asks the user about his/her user-name
 - tests whether the user-name exists
 - suggests a UID
 - testes whether UID can be used
 - offers the home directory
 - /home/username
 - offers a shell

Assignment 3

- update the "formatting" program from the previous practicals so it can take another optional parameter with a name of file, to which the result should be written
 - without it, it is written to the std output

Tests...

What does the following program?

```
public class TestString {
  public static void main(String[] args) {
    String s = new String("Hello world");
    System.out.println(s);
class String {
  private final java.lang.String s;
  public String(java.lang.String s) {
    this.s = s;
  public java.lang.String toString() {
    return s;
                            A cannot be compiled
                            B prints Hello world
                            C something else happens
```

 Is it possible to declare the class B, so that the program prints false? But without overriding the method equals!

```
public class A {
  public static void main(String[] args) {
    Bb = new B();
    System.out.println(b.equals(b));
```

- Solution
 - overload the method equals
 - i.e. define the method

```
public boolean equals(B b) {
  return false;
}
```

Continuation – and without overloading?

Also yes

```
class B {
  public B() {
    System.out.println(false);
    System.exit(0);
  }
}
```

