Assignment 1 CS3120

Echo

Part of the UNIX design philosophy is to develop programs that do one thing well. One program found on any UNIX-based system is the command-line tool echo. You will write a class called Echo that, for the most part, mimics this tool. In essence, the program prints a string fed in as a command-line argument, followed by a newline. For example:

```
[user@notnotbc.org]$ java Echo 'Hello, World!'
Hello, World!
[user@notnotbc.org]$
```

Note: the single-quotes (') are important, due to the behavior of the shell (the program interpreting commands you type into your terminal). You may assume any command-line arguments passed to your program will be wrapped in quotes.

Furthermore, the Echo class will not interpret escape sequences by default. For example:

```
[user@notnotbc.org]$ java Echo 'Hello,\n\tWorld!'
Hello,\n\tWorld!
[user@notnotbc.org]$
```

However, the traditional echo tool provides command-line options to override the default behavior. You will only implement a subset of these command-line options:

```
-n : do not output trailing newline
-e : enable interpretation of backslash escapes

If -e is in effect, the following sequences are recognized:
\n : newline
\t : horizontal tab
```

These command line options must come before the argument to be echoed. For example, the following illustrates the -n option:

You will find the Java 8 String API useful — in particular, the replace() method. Hint: switch statements are very useful in parsing command-line arguments. Additionally, your environment on notnotbc.org is equipped with the echo command-line tool. You may Assignment 1 CS3120

experiment with that in order to get a better understanding of how to implement your own version of the tool.

Remember that the name of the file must be the same as the name of the class with .java appended to it. In other words, your file should be named Echo.java.

Submit your assignment by copying the Echo.java file into your personal submissions directory. There is no need to place the Echo.class file in the directory.