MAS 962: **DIGITAL TYPOGRAPHY**

ps#1.

In general I will give 3 problems. The 1st problem will be related to the Bringhurst book. The 2nd problem will be incredibly easy, and the 3rd will be amazingly difficult for those who don't find the 2nd problem incredibly easy. Actually some might consider the 3rd to be incredibly easy also.

All results will be reviewed on Fridays. The format for the problem set will be fixed. Ability to upload to the server will be managed by Tom White who I haven't asked yet but hope that he can lend his mighty hand.

Your file structure should be as such:

.../users/ps1/icon.gif <-- this is a 72 by 72 GIF you should provide as your representative icon. Please be imaginative with this.

.../users/ps1/p1/index.html <-- this is the answer to problem 1

.../users/ps1/p2/index.html <--- answer to problem 2, with relevant classes inside

.../users/ps1/p3/index.html <--- answer to problem 3, with relevant classes inside

For p2 and p3, which will be JAVA problems, please be sure to follow the following guidelines:

The entire class size allocation should be <540 wide by 382 high pixels>.

There should be a button <source> that can be pressed to look at the relevant source files. The easiest way to do this is, for example with p2, .../users/ps1/p2/code should contain all your classes and source with *no* index.html. That way we will get a directory listing.

All the other problem sets will follow this format.

1) Read Chapter 1 in Bringhurst and define the following measurements of size: a) one em, b) one point, c) one pixel.

2) Write a JAVA program with a TextField widget, a Button widget, and a TextArea widget. Type text into the TextField, press the Button, and the text in the TextField should be converted into a format specified as following and placed in entirety into the TextArea widget.

Your program should read a file off of the net:
This file has a set of pairs of text. The left hand side is the 'key', the right hand side is the 'replacement. The letters a-z are described. Punctuation and numbers are undefined.

Your program should take the codes off of the net, and do a replacement on all text in the TextField widget.

Example: abc --> result: applebearcat

3) Write a JAVA program in similar spirit to (2) (actually almost identical), but this time take into account the punctuation and numerals as a way to encode your own creative take on the decoding scheme.

Example: 3abc --> result: appleappleapplebearcat

Of course do something more creative ....