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// joi/8/juno/Password.java//
//
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/**
 * Model a good password.
 *
 * <p>
 * A password is a String satisfying the following conditions
 * (close to those required of Unix passwords, according to
 * the <code> man passwd </code> command in Unix):
 * <br>
 * <ul>
 * <li> A password must have at least PASSLENGTH characters, where
 *      PASSLENGTH defaults to 6. Only the first eight characters
 *      are significant.
 *
 * <li> A password must contain at least two alphabetic characters
 *      and at least one numeric or special character. In this  case,
 *      "alphabetic" refers to all upper or lower case letters.
 *
 * <li> A password must not contain a specified string as a substring
 *      For comparison purposes, an upper case letter and its
 *      corresponding lower case letter are equivalent.
 *
 * <li> A password must not be a substring of a specified string.
 *      For comparison purposes, an upper case letter and its
 *      corresponding lower case letter are equivalent.
 *
 * </ul>
 * <br>
 * A password string may be stored in a Password object only in
 * encrypted form.
 */

public class Password
{
    private String password;

    /**
     * Construct a new Password.
     *
     * @param password the new password.
     * @param notSubstringOf a String that may not contain the password.
     * @param doesNotContain a String the password may not contain.
     *
     * @exception BadPasswordException when password is unacceptable.
     */

    public Password(String password, String notSubstringOf,
                    String doesNotContain)
         throws BadPasswordException
    {
        // if password is not acceptable
        // throw new BadPasswordException( reason )
```



```
        this.password = encrypt(password);
    }

    // Rewrite s in a form that makes it hard to guess s.

    private String encrypt( String s )
    {
        return Integer.toHexString(s.hashCode());
    }

    /**
     * See whether a supplied guess matches this password.
     *
     * @param guess the trial password.
     *
     * @exception BadPasswordException when match fails.
     */

    public void match(String guess)
         throws BadPasswordException
    {
    }

    /**
     * Unit test for Password objects.
     */

    public static void main( String[] args )
    {
    }
}
```