**Peer Evaluation for Inheritance – Lab 7**

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| Your name: (Your lab is the one being evaluated) | Amanda Akins |
| Name(s) of peer evaluator(s) | Self |
| Date: | 06/03/16 |

Instructions  
You should have already completed as much of Lab 7 as you can given your time constraints. After you and a peer have evaluated your work, you will submit this evaluation along with screen shots and source code indicated in moodle. You may make corrections to your work as a result of the evaluation.

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| ***Wholesale and Retail Customers – Lab 8 (10 points)*** | |
| Completed Wholesale and Retail Customer classes?   * Created a class diagram in visual studio? Screen shot included? * Both classes are derived from the Customer class? * Instance variables are camelCase and private or protected? * Property/Method names are TitleCase? Properties/Methods are public? * Overloaded constructor calls the constructor on the base class? * Added HomePhone to RetailCustomer and Company to WholesaleCustomer? * Overrides GetDisplayText or ToString or both? * Completed Retail and Wholesale Customer Tests? Tests all properties and methods in the class? Screen shot is included? * Source code includes Retail Customer and Wholesale Customer classes and tests? |  |

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| ***Blackjack Hand class – Lab 8 (5 points)*** | |
| Completed BJHand Class?   * Created a class diagram in visual studio? Screen shot included? * Is derived from Hand class? * Overloaded constructor calls the appropriate constructor on the base class? * /Instance variable in the Hand class are camelCase and protected? * Implements properties/methods specific to a BJHand? What are they? * Overrides properties/methods appropriately? What are they? * Tests all properties and methods in the class? Screen shot is included? * Source code includes class as well as test program?   Completed any other classes? EXTRA CREDIT   * Added them to the class diagram? * What are they? * Tests all properties and methods in the class? Screen shot is included? * Source code includes class as well as test program? |  |

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| ***Programming style for all programs*** | |
| Is proper indentation used? Is each event handler indented properly? Is each method indented properly? |  |
| Are comments used appropriately? |  |
| Do variable names use camel case? (camelCase for example) |  |
| Do property/method names use Title Case (or Pascal Case?) |  |

General comments and notes:

My GetDisplayText isn’t working for my “Wholesale/RetailCustomer” classes… And I didn’t get done with BJHand; I know I’m making it much harder than it is. But I’m turning them in anyway for hopefully some kind of points :D.

Screen Shots and Source Code

**WholesaleCustomer:**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CustomerMaintenanceClasses

{

public class WholesaleCustomer : Customer

{

private string company;

public WholesaleCustomer()

{ }

public WholesaleCustomer(string firstName, string lastName,

string email, string comp) : base(firstName, lastName, email)

{

company = comp;

}

public string Company

{

get

{

return company;

}

set

{

company = value;

}

}

public override string GetDisplayText()

{

return base.GetDisplayText() + " " + company;

}

public override string ToString()

{

return GetDisplayText();

}

}

}

**RetailCustomer:**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace CustomerMaintenanceClasses

{

public class RetailCustomer : Customer

{

private string homePhone;

public RetailCustomer()

{ }

public RetailCustomer(string firstName, string lastName,

string email, string hPhone) : base(firstName, lastName, email)

{

homePhone = hPhone;

}

public string HomePhone

{

get

{

return homePhone;

}

set

{

homePhone = value;

}

}

public override string GetDisplayText()

{

return base.GetDisplayText() + " " + homePhone;

}

public override string ToString()

{

return GetDisplayText();

}

}

}

**BJHand:**

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace CardClassLibrary

{

public class BJHand : Hand

{

public BJHand()

{ }

int score = 0;

int Score = 0;

public int Score()

{

foreach (Card c in cards)

{

if (c.IsFaceCard())

score += 10;

else

score += c.Value;

}

if (HasAce && score <= 11)

score += 10;

}

public bool HasAce()

{

foreach (Card c in cards)

{

if (c.Value == 1)

return true;

}

return false;

}

public bool IsBusted()

{

if (score > 21)

return true;

}

}

}