## **Evidence for Implementation and Testing Unit**

Andrew Laughlin Cohort E21

### I.T 1: Evidence for use of encapsulation in a program:

```
public abstract class Item implements ISell {
    private double buyPrice;
    private double shippingPrice;
    private double currentMarketValue;
    private int purchaseYear;
    private boolean isForResale;
    private boolean isFavourite;

public Item(int purchaseYear, double buyPrice, double shippingPrice){
    this.buyPrice = buyPrice;
    this.shippingPrice = shippingPrice;
    this.purchaseYear = purchaseYear;
    this.isForResale = false;
    this.isFavourite = false;
}
```

```
public int getPurchaseYear() { return purchaseYear; }

public void setPurchaseYear(int newPurchaseYear) { this.purchaseYear = newPurchaseYear; }

public double getBuyPrice() { return buyPrice; }

public void setBuyPrice(double newBuyPrice) { this.buyPrice = newBuyPrice; }

public double getShippingPrice() { return shippingPrice; }

public void setShippingPrice(double newShippingPrice) { this.shippingPrice = newShippingPrice; }

public double getCurrentMarketValue() {
    return currentMarketValue;
}

public void setNewMarketValue(double newMarketValue) { this.currentMarketValue = newMarketValue; }

public boolean getFavouriteStatus() {
    return this.isFavourite ^= true;
}

public boolean getResaleStatus() {
    return this.isForResale;
}
```

### I.T 2: Evidence for use of inheritance in a program:

#### Screenshots showing:

- A class
- A class that inherits from a previous class
- An object in the inherited class
- A method that uses the information inherited from another class

```
import Interface.ISell;
import java.util.Date;
public abstract class Item implements ISell {
    private double buyPrice;
    private double shippingPrice;
    private double currentMarketValue;
    private int purchaseYear;
    private boolean isForResale;
    private boolean isFavourite;
    public Item(int purchaseYear, double buyPrice, double shippingPrice){
        this.buyPrice = buyPrice;
        this.shippingPrice = shippingPrice;
        this.purchaseYear = purchaseYear;
        this.isForResale = false;
        this.isFavourite = false;
    }
```

```
public class prink extends Item {
    private String brand;
    private String model;
    private DrinkType drinkType;

    public Drink(String brand, String model, int purchaseYear, double buyPrice, double shippingPrice, DrinkType drinkType) {
        super(purchaseYear, buyPrice, shippingPrice);
        this.brand = brand;
        this.model = model;
        this.drinkType = drinkType;
}
```

```
Drink drink;
Date purchaseDate;

@Before
public void before() {

   purchaseDate = new Date();
   drink = new Drink( brand: "Smirnoff", [model: "Red Label", [purchaseYear: 2012, [buyPrice: 20.00, shippingPrice: 2.00, DrinkType.VODKA);
}
```

```
@Test
public void canGetMake() { assertEquals( expected: "Smirnoff", drink.getBrand()); }
@Test
public void canGetModel() { assertEquals( expected: "Red Label", drink.getModel()); }
@Test
public void canGetPurchaseDate() { assertEquals( expected: 2012, drink.getPurchaseYear()); }
@Test
public void canGetBuyPrice() { assertEquals( expected: 20.00, drink.getBuyPrice(), delta: 0.01); }
@Test
public void canGetShippingPrice() { assertEquals( expected: 2.00, drink.getShippingPrice(), delta: 0.01); }
```

# I.T 5: Evidence for use of an array in a program, a function that uses the array, and the result:

(Array of songs in a playlist, which the add\_song method can be called on to add a song or find out if it is already in the playlist)

```
@guest1 = Guest.new("Andy", "Thunder Road", 20)
  @guest2 = Guest.new("Ali", "Animal Nitrate", 30)
  @guest3 = Guest.new("Eilidh", "Baa Baa Black Sheep", 10)
 @room1 = Room.new("Rock", [], 0, ["Disarm", "Home", "Animal Nitrate"], 15, 0)
  @room2 = Room.new("Pop", [@guest2, @guest3], 0, ["Wuthering Heights", "Night Fever", "Suspicious
 Minds"], 10, 10)
def test_get_name
 assert_equal("Rock", @room1.name)
def test_get_capacity
 assert_equal(0, @room1.capacity)
def test_get_guests
  assert_equal([], @room1.guests)
def test_get_playlist
 assert_equal(["Wuthering Heights", "Night Fever", "Suspicious Minds"], @room2.playlist)
def test_check_in_guest
 @room1.check_in_guest(@guest1)
 assert_equal("Andy", @guest1.name)
```

```
end

def test_check_out_guest
   @room1.check_out_guest(@guest1)
   assert_equal([], @room1.guests)
end

def test_add_song_to_room
   @room2.add_song(@song1)
   assert_equal(4, @room2.playlist.length)
end
```

```
class Room

attr_reader :name, :capacity, :entry_fee

attr_accessor :guests, :playlist, :bar_tab

def initialize(name, guests=[], capacity, playlist, entry_fee, bar_tab)
```

```
def add_song(song)
if @playlist.include?(song)
return "That song is already in the playlist!"
else
@playlist << song
end
end
end
```

# I.T 6: Evidence for use of a hash in a program, a function that uses the hash, and the result:

(Hash of drinks and a method which can be called on the hash to calculate the quantity of each drink)

```
def setup
   @drink1 = Drink.new("JD", 5, 10)
   @drink2 = Drink.new("Beer", 3, 20)
   @drink3 = Drink.new("Wine", 4, 30)
   @drink4 = Drink.new("Vodka", 4, 40)

   @food1 = Food.new("Burger", 8, 15)

   @customer1 = Customer.new("Euan", 25, 100, 20)
   @customer2 = Customer.new("Andy", 16, 90, 20)

# @pub = Pub.new("Chanter", 500, [@drink1, @drink2, @drink3, @drink4])
   @pub = Pub.new("Chanter", 500, {:@drink1 => 5, :@drink2 => 10, :@drink3 => 8, :@drink4 => 12})

end
```

```
def test_stock_count
    count_stock = @pub.stock_count()
    assert_equal(35, count_stock)
end
```

```
def stock_count()
   stock = 0
   @drinks.each do |d, q|
     stock += q
   end
   return stock
end
```

```
pub_river_drink git:(master) × atom .
pub_river_drink git:(master) × ruby specs/pub_spec.rb
Run options: --seed 54348

# Running:
Finished in 0.001719s, 7562.5372 runs/s, 8144.2708 assertions/s.

13 runs, 14 assertions, 0 failures, 0 errors, 0 skips
pub_river_drink git:(master) ×
```

## I.T 3: Evidence for the use of searching for data in a program:

(Function showing a function which searches for and displays all of the customers in the 'customers' table.)

```
def self.all()
   sql = "SELECT * FROM customers"
   customer_hashes = SqlRunner.run(sql)
   return self.map_items(customer_hashes)
end
```

```
[[2] pry(main)> !!!
  → weekend_CCC_homework git:(master) × ruby db/console.rb
        /Users/user/codeclan_work/week_03/day_5/weekend_CCC_homework/db/console.rb @ 1
             "film id" => film2.id,
      129:
             "show_time" => '15:45'
      130:
             })
      131:
      132: screening7.save
      133:
   => 134:
             binding.pry
      135:
             nil
8 [[1] pry(main)> Customer.all
  => [#<Customer:0x007ff50ecee7c0 @funds=30, @id=25, @name="Andy">,
   #<Customer:0x007ff50ecee6f8 @funds=50, @id=26, @name="Ali">,
  #<Customer:0x007ff50ecee630 @funds=80, @id=27, @name="Kirsty
   #<Customer:0x007ff50ecee568 @funds=100, @id=28, @name="Ed">]
  [2] pry(main)>
```

### I.T 4 Evidence for the sorting of data in a program:

(function showing a method which calls for all of the films watched by a certain customer, by joining the 'customer' and 'film' tables together via the 'tickets' table.

```
def films()
   sql = "SELECT films.* FROM films INNER JOIN
        tickets ON tickets.film_id =
        films.id WHERE tickets.customer_id = $1"
   values = [@id]
   film_hashes = SqlRunner.run(sql, values)
   return Film.map_items(film_hashes)
end
```

```
[[5] pry(main)>
met[6] pry(main)> customer2.films
=> [#<Film:0x007ff50ec24e98 @id=25, @price=12, @title="The Godfather">,
    #<Film:0x007ff50ec24dd0 @id=27, @price=8, @title="The Good, The Bad and The Ugly">]
[7] pry(main)>
```

### <u>I.T 7</u>

Use of polymorphism in a program:

Example shows a guitar being used as an individual class and also as an instrument in an array of instruments:

- The Action Figure constructor being created and inheriting from the Item class. The methods taken from iDonate are also shown
- The IDonate interface being created and the methods required to utilise that interface being used in the Action Figure class
- The collections Manager class taking an arrayList of iSell iDonate items
- The methods being utilised in the Collections Manager class which require iDonate objects to be passed as parameters
- The tests showing the Action Figure objects being used as iDonate items being used in the Collections Manager class

```
package Interface;
public interface IDonate {
    void markForDonation();

   boolean getDonationStatus();
}
```

```
import Interface.IDonate;
import Interface.ISwap;
import java.lang.reflect.Array;
import java.util.ArrayList;
import java.util.Collections;
public class CollectionsManager {
   private ArrayList<Item> forSaleItems;
   private ArrayList<IDonate> forDonationItems;
   private double profit;
   private int itemsDonated;
   public CollectionsManager() {
        this.forSaleItems = new ArrayList<>();
        this.forDonationItems = new ArrayList<>();
        this.profit = 0;
        this.itemsDonated = 0;
    public int getItemsDonated() {
       return this.itemsDonated;
```

```
public void addItemForDonation(IDonate item) {
    forDonationItems.add(item);
}

public boolean findItemForDonation(IDonate item) {
    return forDonationItems.contains(item);
}

public void donateItem(IDonate itemToDonate, Collection collection, String destination) {
    if (findItemForDonation(itemToDonate) == true) {
        forDonationItems.remove(itemToDonate);
        collection.removeItem((Item)itemToDonate);
        itemsDonated += 1;
        System.out.println(itemToDonate + " has been donated to " + destination);
    }
    else System.out.println(itemToDonate + " has not been donated as it is not in your donation list");
}
```

```
public class CollectionsManagerTest {
     CollectionsManager collectionsManager;
     Collection drinkCollection, actionFigureCollection;
     Drink drink1, drink2;
     ActionFigure actionFigure1, actionFigure2, actionFigure3, actionFigure4;
     @Before
     public void before() {
          drink1 = new Drink( brand: "Smirnoff", model: "Red Label", purchaseYear: 2012, buyPric
drink2 = new Drink( brand: "Gordon's", model: "Gordon's", purchaseYear: 2011, buyPrice:
         actionFigure1 = new ActionFigure( name: "Stone Cold", ActionFigureType.WRESTLER, practionFigure2 = new ActionFigure( name: "Wolverine", ActionFigureType.XMAN, purchas actionFigure3 = new ActionFigure( name: "Peter Venkman", ActionFigureType.GHOSTBUST.
          actionFigure4 = new ActionFigure( name: "Cyclops", ActionFigureType.XMAN, purchaseY
          drinkCollection = new Collection();
          actionFigureCollection = new Collection();
          collectionsManager = new CollectionsManager();
          drinkCollection.addItem(drink1);
          drinkCollection.addItem(drink2);
          actionFigureCollection.addItem(actionFigure1);
          actionFigureCollection.addItem(actionFigure2);
          actionFigureCollection.addItem(actionFigure3);
```

```
public void canAddAnItemForDonation() {
     actionFigure3.markForDonation();
     collectionsManager.addItemForDonation(actionFigure3);
     assertEquals( expected: 1, collectionsManager.countDonationItems());
public void checkIfItemForDonationIsInListBeforeDonation() {
    actionFigure3.markForDonation();
     collectionsManager.addItemForDonation(actionFigure3);
     assertEquals( expected: true, collectionsManager.findItemForDonation(actionFigure3));
public void canDonateItem() {
     actionFigure3.markForDonation();
     collectionsManager.addItemForDonation(actionFigure3);
     collectionsManager.donateItem(actionFigure3, actionFigureCollection, destination: "The Children's Ho
    assertEquals( expected: 0, collectionsManager.countDonationItems());
assertEquals( expected: 1, collectionsManager.getItemsDonated());
assertEquals( expected: 2, actionFigureCollection.countItems());
public void cannotDonateItemNotInList() {
    actionFigure3.markForDonation();
     collectionsManager.donateItem(actionFigure3, actionFigureCollection, | destination: "The Children's Ho
    assertEquals( expected: 0, collectionsManager.getItemsDonated());
assertEquals( expected: 0, collectionsManager.countDonationItems());
assertEquals( expected: 3, actionFigureCollection.countItems());
```

```
public void canCountDonationItems() { assertEquals( expected: 0, collectionsManager.countDonation
           public void canAddAnItemForDonation() {
               actionFigure3.markForDonation();
                collectionsManager.addItemForDonation(actionFigure3);
                assertEquals( expected: 1, collectionsManager.countDonationItems());
           public void checkIfItemForDonationIsInListBeforeDonation() {
               actionFigure3.markForDonation();
               collectionsManager.addItemForDonation(actionFigure3);
               assert \textit{Equals} (\texttt{expected: true, collections} \texttt{Manager.findItemForDonation} (\texttt{actionFigure3}));
           public void canDonateItem() {
               actionFigure3.markForDonation();
               collectionsManager.addItemForDonation(actionFigure3);
               collectionsManager.donateItem(actionFigure3, actionFigureCollection, destination: "The Childr assertEquals( expected: 0, collectionsManager.countDonationItems()); assertEquals( expected: 1, collectionsManager.getItemsDonated()); assertEquals( expected: 2, actionFigureCollection.countItems());
          @Test
          public void cannotDonateItemNotInList() {
      CollectionsManagerTest → canSwapAnItem()
                                                                                   All 19 tests passed - 35ms
[Drink@782830e, Drink@470e2030, ActionFigure@3tb4t649]
[ActionFigure@33833882, ActionFigure@200a570f, ActionFigure@16b3fc9e]
[ActionFigure@33833882, ActionFigure@16b3fc9e, ActionFigure@e2d56bf] ActionFigure@5fdef03a has been donated to The Children's Hospital
ActionFigure@3b22cdd0 has been donated to The Children's Hospital
ActionFigure@1e81f4dc has been donated to The Children's Hospital
ActionFigure@4d591d15 has not been donated as it is not in your donation list
Process finished with exit code 0
```