

Figure 1. UML diagram of class relationships

Lessons learned:

This project helped my cement my knowledge of how hierarchies work and why they are indispensable in terms of reducing duplicated code. The best example of reused code was the parseInput() method within the Shape class. It was used in all of the 9 shapes to determine their attributes (length/width/height/radius/base). I suppose I also could have combined displayVolume() and displayArea() in Shape by passing a string (volume or area) and an int (volume or area in integer/double representation) but I think things are fine they way they are now. The program is very simple to operate, simply run Project1.java and follow the prompts from the menu. Test cases showcasing all functionality begins on the next page.

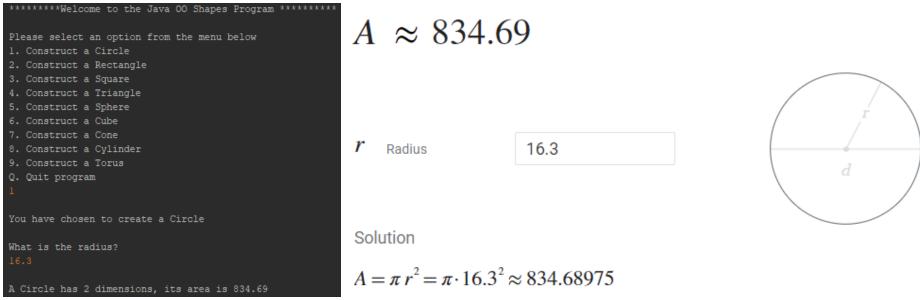


Figure 2. Test case #1 showcasing the welcome message and the area of an inputted circle being displayed with matching results.

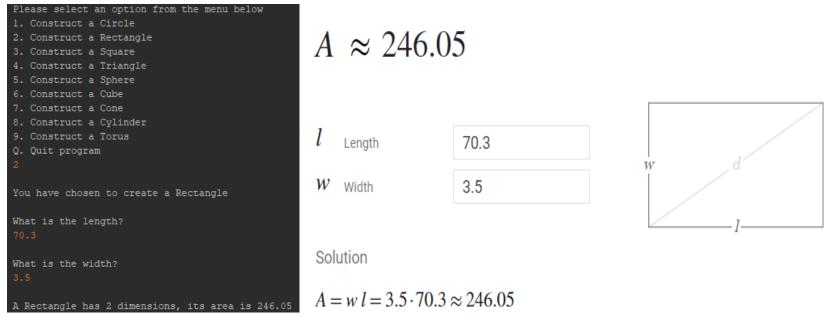


Figure 3. Test case #2 showcasing the area of an inputted rectangle being displayed with matching results.

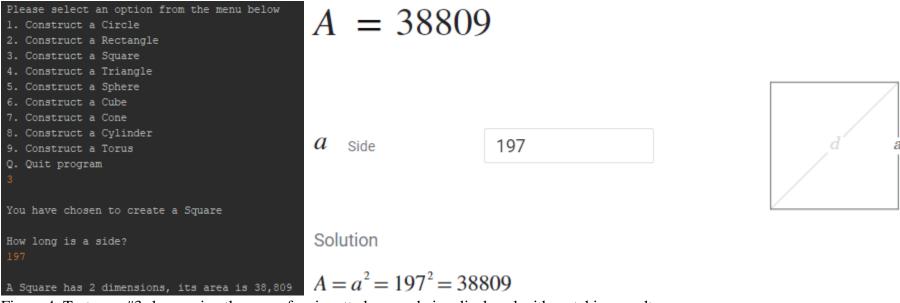


Figure 4. Test case #3 showcasing the area of an inputted square being displayed with matching results.

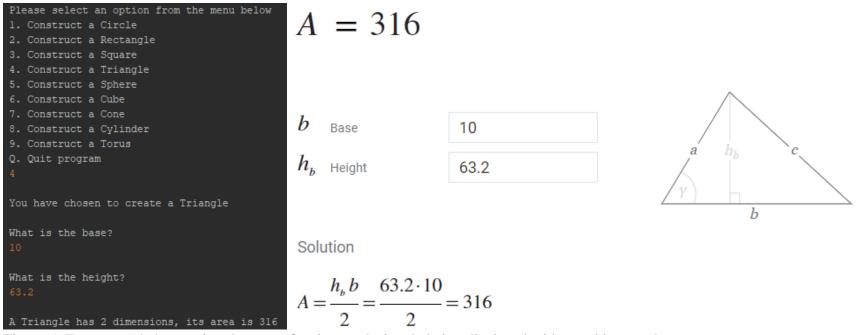


Figure 5. Test case #4 showcasing the area of an inputted triangle being displayed with matching results.

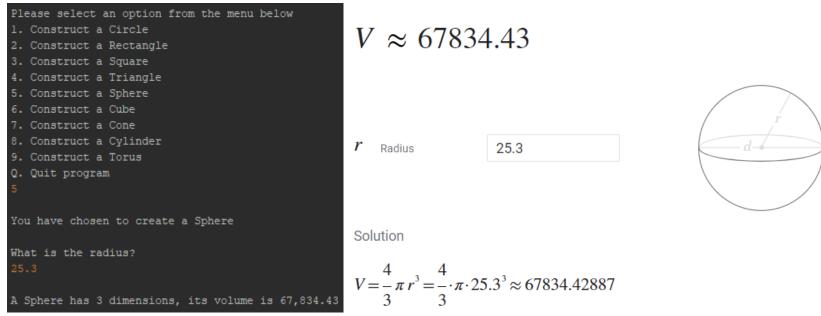


Figure 6. Test case #5 showcasing the volume of an inputted sphere being displayed with matching results.

$V \approx 92959.68$



Solution

$$V = a^3 = 45.3^3 \approx 92959.677$$

Figure 7. Test case #6 showcasing the volume of an inputted cube being displayed with matching results.

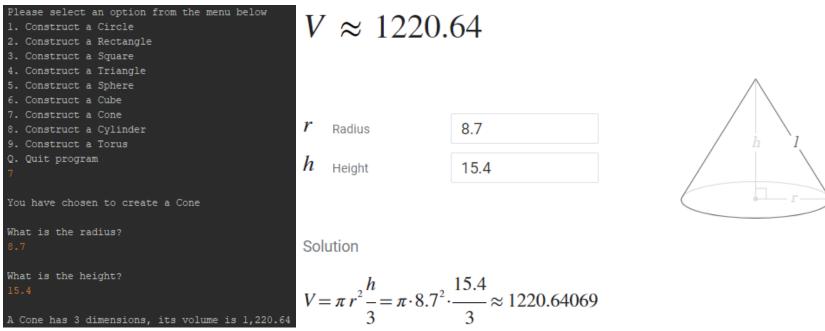


Figure 8. Test case #7 showcasing the volume of an inputted cone being displayed with matching results.

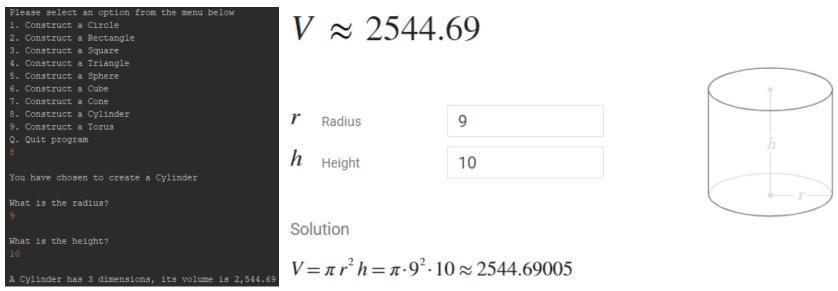


Figure 9. Test case #8 showcasing the volume of an inputted cylinder being displayed with matching results.

```
Please select an option from the menu below
1. Construct a Circle
2. Construct a Rectangle
3. Construct a Square
                                                        V \approx 19739.21
4. Construct a Triangle
5. Construct a Sphere
6. Construct a Cube
7. Construct a Cone
8. Construct a Cylinder
9. Construct a Torus
Q. Quit program
                                                            Major radius
                                                                                 1000
You have chosen to create a Torus
                                                            Minor radius
What is the minor radius?
                                                        Solution
What is the major radius?
                                                        V = (\pi r^2) (2 \pi R) = (\pi \cdot 1^2) \cdot (2 \cdot \pi \cdot 1000) \approx 19739.2088
```

Figure 10. Test case #9 showcasing the volume of an inputted torus being displayed with matching results.

```
Please select an option from the menu below

1. Construct a Circle

2. Construct a Rectangle

3. Construct a Square

4. Construct a Triangle

5. Construct a Cube

7. Construct a Cube

8. Construct a Cylinder

9. Construct a Torus

Q. Quit program

q

Thank you for using the program!

The current date and time is March 25, 2021 at 14:18PM

BUILD SUCCESSFUL (total time: 4 minutes 6 seconds)
```

Figure 11. Test case #10 showcasing the successful quitting of the program upon q key press.

```
Please select an option from the menu below
1. Construct a Circle
2. Construct a Rectangle
3. Construct a Square
4. Construct a Triangle
5. Construct a Sphere
6. Construct a Cube
7. Construct a Cone
8. Construct a Cylinder
9. Construct a Torus
Q. Quit program
That was not a vailid selection, please try again
Please select an option from the menu below
1. Construct a Circle
2. Construct a Rectangle
3. Construct a Square
4. Construct a Triangle
5. Construct a Sphere
6. Construct a Cube
7. Construct a Cone
8. Construct a Cylinder
9. Construct a Torus
Q. Quit program
```

Figure 12. Test case #11 showcasing an invalid menu selection.

```
Please select an option from the menu below
1. Construct a Circle
2. Construct a Rectangle
3. Construct a Square
4. Construct a Triangle
5. Construct a Sphere
6. Construct a Cube
7. Construct a Cone
8. Construct a Cylinder
9. Construct a Torus
Q. Quit program
You have chosen to create a Circle
What is the radius?
wow is not a valid selection. Input must be a positive decimal or integer, please try again
The value can't be negative, please try again
A Circle has 2 dimensions, its area is 28.27
```

Figure 13. Test case #12 showcasing how invalid input is handled within shape creation.