Credit Name: CSE 3130 Object-Oriented Programming 2
Assignment Name: UEmployee

By: Hielan Lee-Tremblay

Reflection Log

Understanding the Problem

To understand the challenge, I first read the instructions carefully to see what classes I needed (a parent abstract class and two subclasses (children)). Then I wrote what each one would do and went from there.

Planning the Solution

Before coding, I made a simple plan: Create the abstract parent class with the shared variables. Create the two subclasses (Faculty and Staff) and override the pay method (Basically parent declares method and child overrides it and writes details). Ask the user to choose which type of employee they want. Print the correct pay based on the type. I chose classes because the project required inheritance and polymorphism.

Implementation

I wrote the code in small pieces. First, I created the UEmployee class, then I added Faculty, then Staff, and finally the main program to run it. The skillbuilder we did was very similar so I had the basic framework to write my code out already.

Overcoming Challenges

The most difficult part was understanding abstract and polymorphism, especially why the parent class had an abstract method. (UEmployee abstract method required the subclasses to have a pay() method but it doesn't know how that pay is calculated)

Learning

I learned what an abstract class is, how the extends keyword works, and how polymorphism lets subclasses provide their own version of a method (parent and children).

Some resources I used

https://www.youtube.com/watch?v=HvPlEJ3LHgE

https://www.w3schools.com/java/java_polymorphism.asp

https://www.geeksforgeeks.org/java/overriding-in-java/