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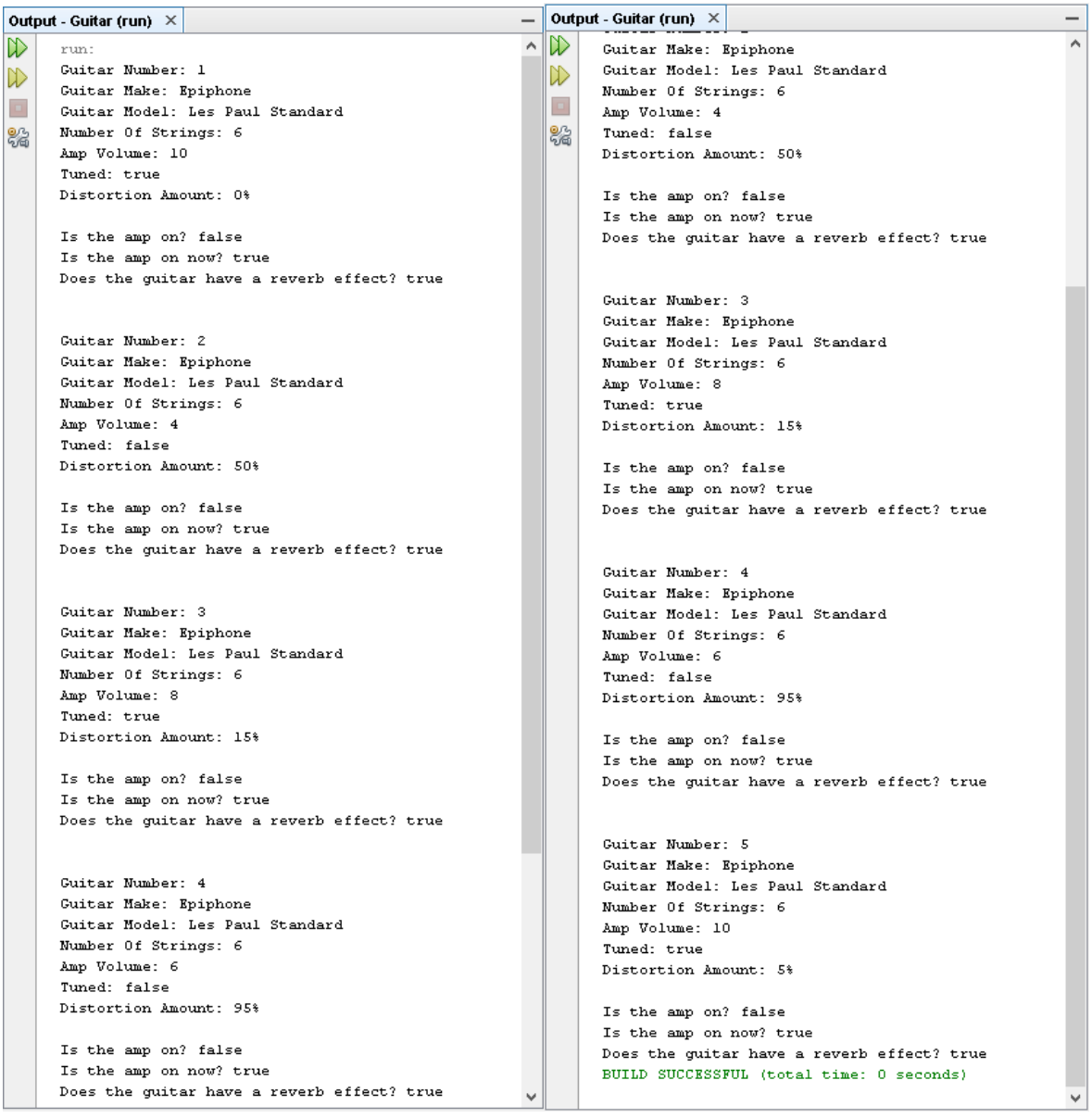
CMIS 141

2/21/2016

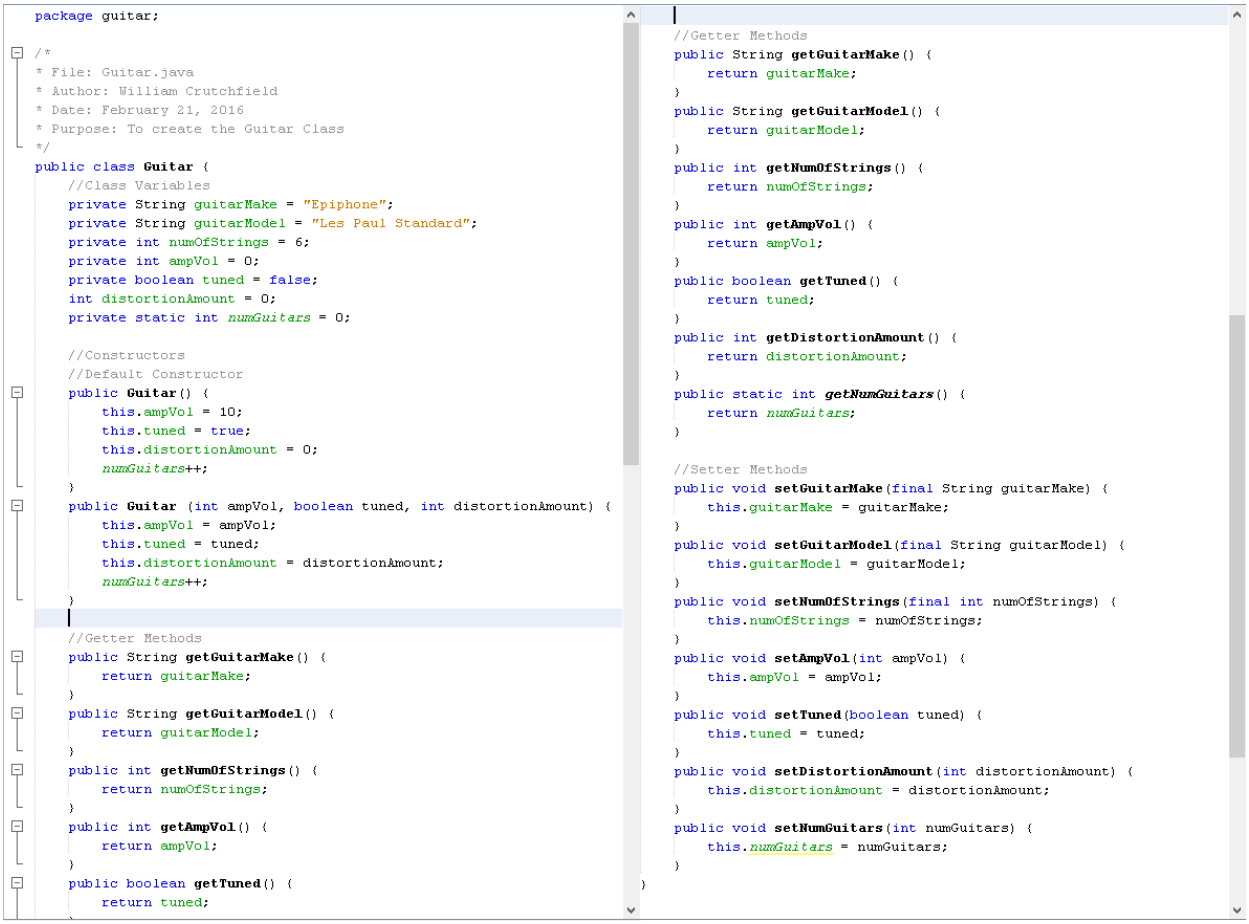
Final Product



Above is a window capture of me compiling and executing the completed program. I had to split the window capture up into two images.

Test Plan

Firstly, I coded the program's Guitar Class, not worrying about the different methods right away. I coded the different private fields, the constructors, and the getters and setters.



```
package guitar;

/*
* File: Guitar.java
* Author: William Crutchfield
* Date: February 21, 2016
* Purpose: To create the Guitar Class
*/
public class Guitar {
    //Class Variables
    private String guitarMake = "Epiphone";
    private String guitarModel = "Les Paul Standard";
    private int numOfStrings = 6;
    private int ampVol = 0;
    private boolean tuned = false;
    int distortionAmount = 0;
    private static int numGuitars = 0;

    //Constructors
    //Default Constructor
    public Guitar() {
        this.ampVol = 10;
        this.tuned = true;
        this.distortionAmount = 0;
        numGuitars++;
    }
    public Guitar (int ampVol, boolean tuned, int distortionAmount) {
        this.ampVol = ampVol;
        this.tuned = tuned;
        this.distortionAmount = distortionAmount;
        numGuitars++;
    }

    //Getter Methods
    public String getGuitarMake() {
        return guitarMake;
    }
    public String getGuitarModel() {
        return guitarModel;
    }
    public int getNumOfStrings() {
        return numOfStrings;
    }
    public int getAmpVol() {
        return ampVol;
    }
    public boolean getTuned() {
        return tuned;
    }
    public int getDistortionAmount() {
        return distortionAmount;
    }
    public static int getNumGuitars() {
        return numGuitars;
    }

    //Setter Methods
    public void setGuitarMake(final String guitarMake) {
        this.guitarMake = guitarMake;
    }
    public void setGuitarModel(final String guitarModel) {
        this.guitarModel = guitarModel;
    }
    public void setNumOfStrings(final int numOfStrings) {
        this.numOfStrings = numOfStrings;
    }
    public void setAmpVol(int ampVol) {
        this.ampVol = ampVol;
    }
    public void setTuned(boolean tuned) {
        this.tuned = tuned;
    }
    public void setDistortionAmount(int distortionAmount) {
        this.distortionAmount = distortionAmount;
    }
    public void setNumGuitars(int numGuitars) {
        this.numGuitars = numGuitars;
    }
}
```

I then coded the methods for the Guitar class. Next, I coded the TestGuitar class so I could actually make sure what I was coding was what I wanted to output! Due to the NetBeans IDE, this project was a breeze compared to others. Due to the fact that it was constantly checking to make sure there were no coding errors! We were then left with the Final Results.