Name: William Crutchfield

Date: 01/26/19

Course: CMSC 335 - Object-Oriented and Concurrent Programming

Project: 1

1 | Source code, data files, and configuration files (if any)

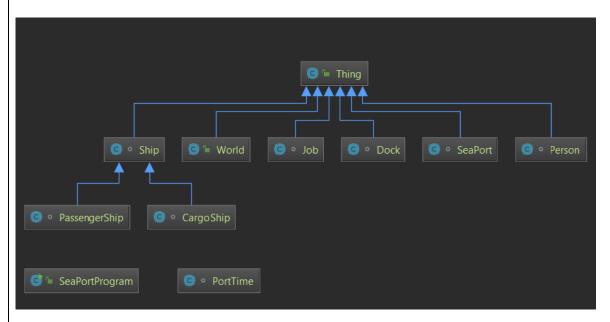
Insert a zipped file of NetBeans ALL project files (so that it could be unzipped and loaded into NetBeans IDE again), zipped file of all data files, and zipped file of configuration files (if any). :



src.zip

2 Design

Insert here UML Class diagram, explain classes, variables, methods, explain how classes tie to the requirements of the project:



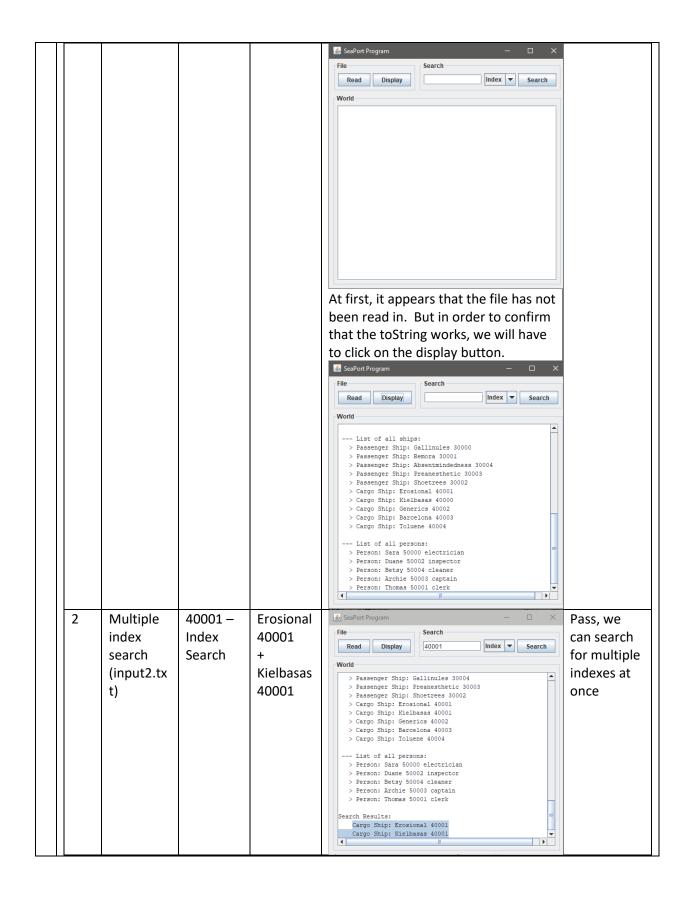
This UML Class diagram shows how the classes are connected. As we can see, all classes are a child of the Thing class, except for the SeaPortProgram, and PortTime classes. We can also derive that the PassengerShip and CargoShip classes are children of the Ship class.

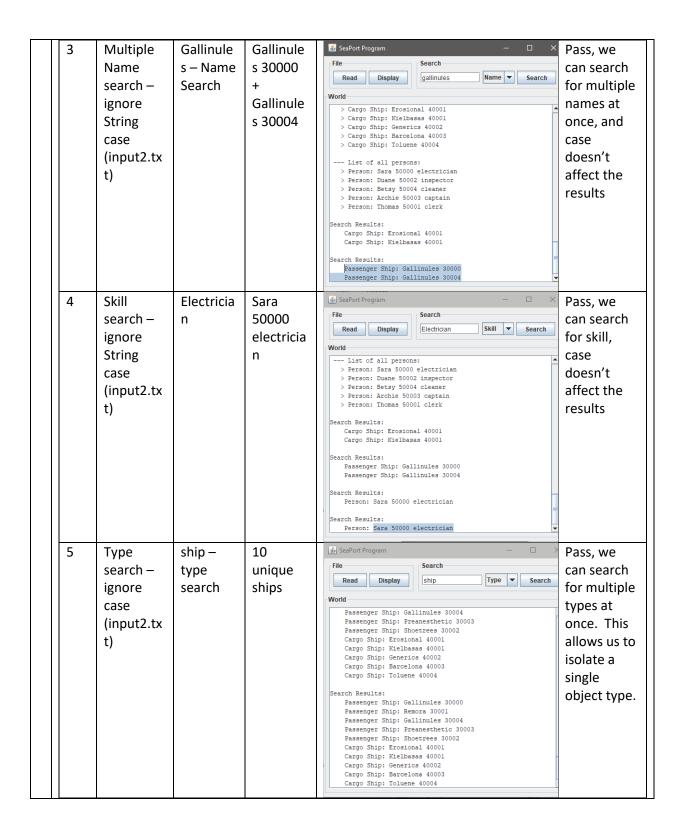
3 User Guide

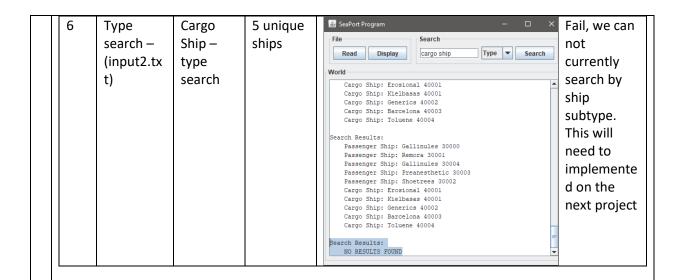
Explain how a user starts & runs your project, and any specific features with screenshots:

In order to run this project, download the src.zip file and extract. Once extracted, open the src files up in any IDE. Lastly, run the SeaPortProgram.java file.

Test Plan Complete this table and extend it with your test cases: Tes **Test Case** Selected **Expected Actual Output (Screenshots)** Pass/Fail t ID Input Output 🙆 SeaPort Program 1 Input.txt Input.txt Input.txt Pass, we toString toString can read in Read Display Index ▼ Search a file, and output its toString method in the Text Area 💪 Oper Look in: SeaPort-Project ▼ 📾 🔒 🗆 🐯 🗀 idea
inputs
out
src File Name: Files of Type: Text Files Open Cancel Search **▼** 6 6 5 5 Look In: inputs a SPaa.txt
a SPab.txt a SPac.txt a SPad.txt a SPae.txt input2.txt File Name: input.txt Files of Type: Text Files Open Cancel







5 Reflection and Lessons Learned

Reflect on your experience completing this project and the lessons you learned:

This was a great, and challenging, project! I believe that I have met all of the requirements, and I am excited to continue with this project series. I think I could improve some of my methods in my World.java class, in terms of efficiency. But, since we will be implementing maps in the second project of this series, I did not tinker with it any more. This was a great challenge, and refresher for me, before continuing with this course. Please let me know if there is anything I could improve upon!