

CMSC203 Assignment 4 Implementation (Documentation)

Class: CMSC203 CRN

Program: Assignment #4

Instructor:

Summary of Description: (Give a brief description for each Program)

Due Date: MM/DD/YYYY

Integrity Pledge: I pledge that I have completed the programming assignment independently.
I have not copied the code from a student or any source.

Part 1: UML Class Diagram for all classes (see Handouts)

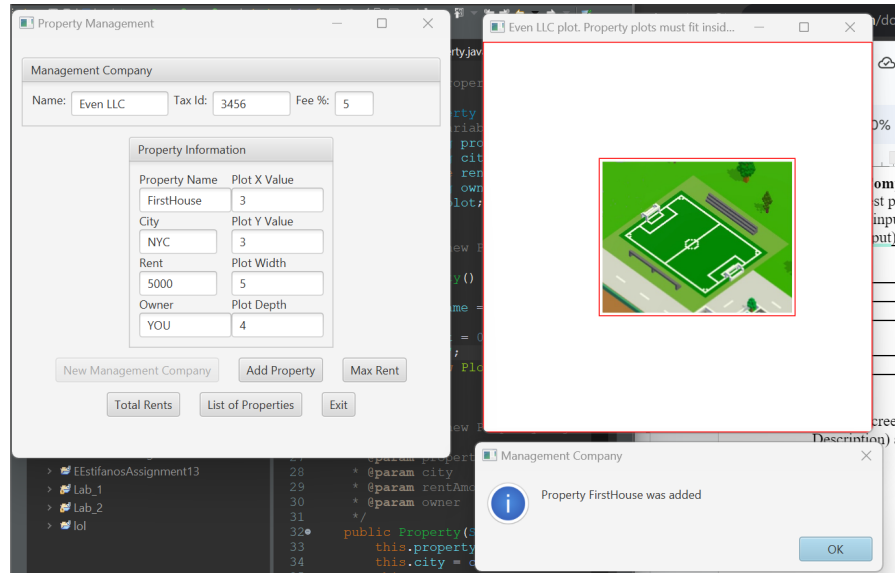
Part 2: Comprehensive Test Plan

A good test plan should be comprehensive. This means you should have a few test cases that test when the input is in and out of range, division by 0, incorrect Data type, etc. (Provide valid and invalid input)

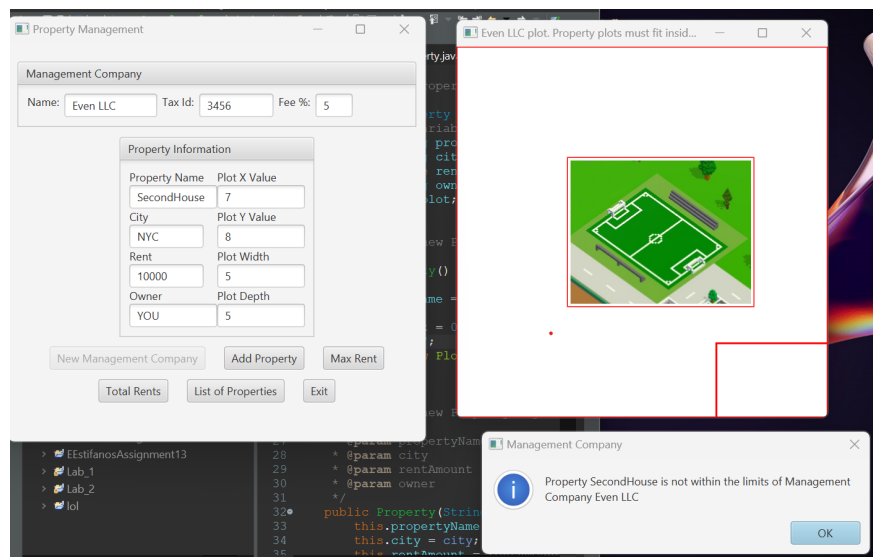
Cases	Input	Expected Output	Actual Output	Did Test Pass?
Case 1				
Case 2				
Case 3				
Case 4				

Part 3: Screen snapshots of the GUI with several properties (like screenshots in Assignment Description) and related to the Test Plan:

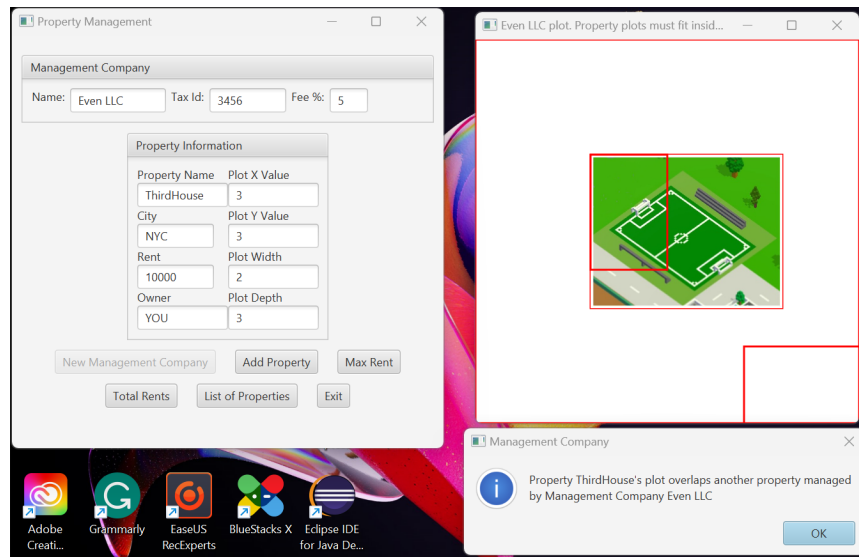
Case 1



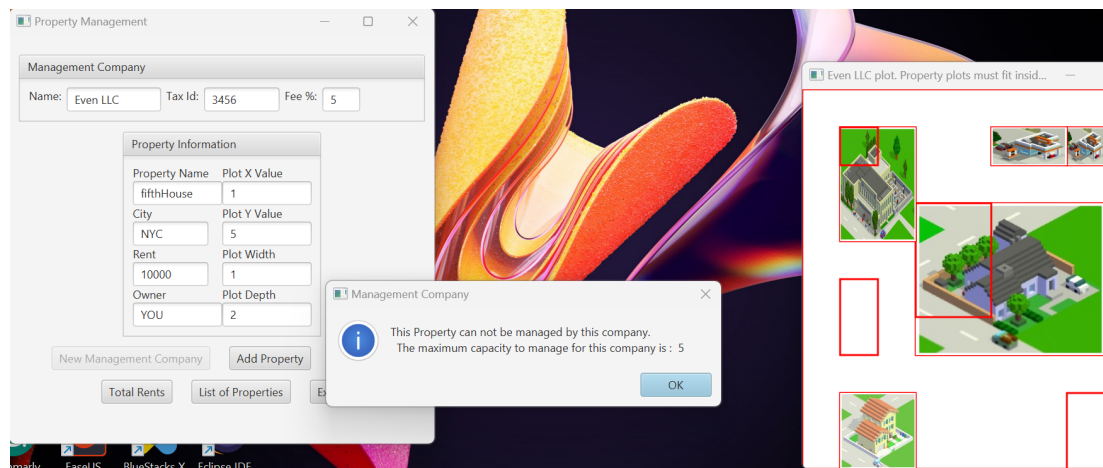
Case 2



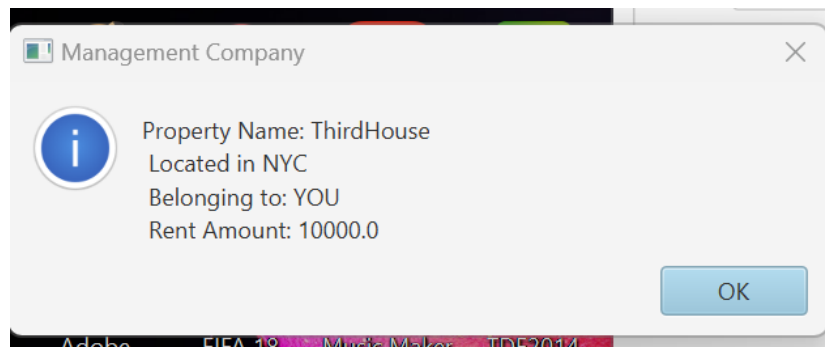
Case 3



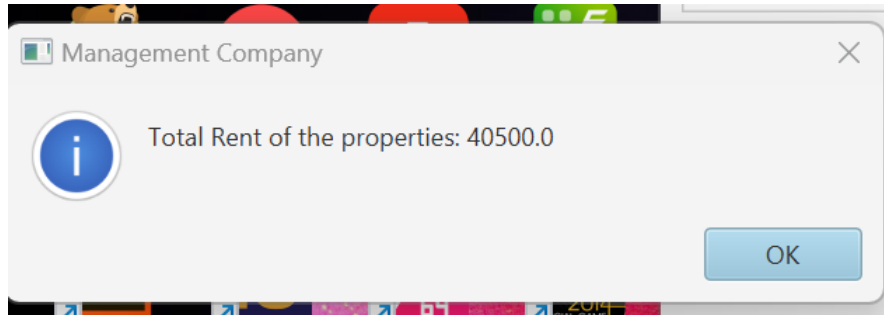
Case 4



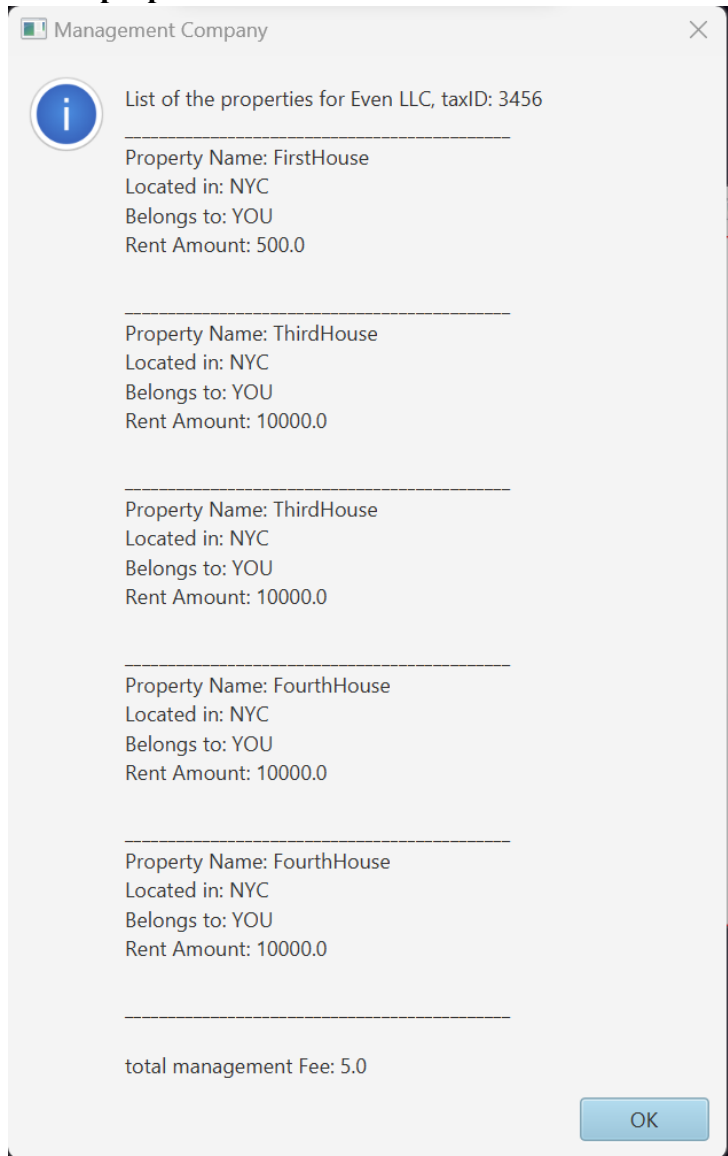
MAX RENT:



TotalRent:

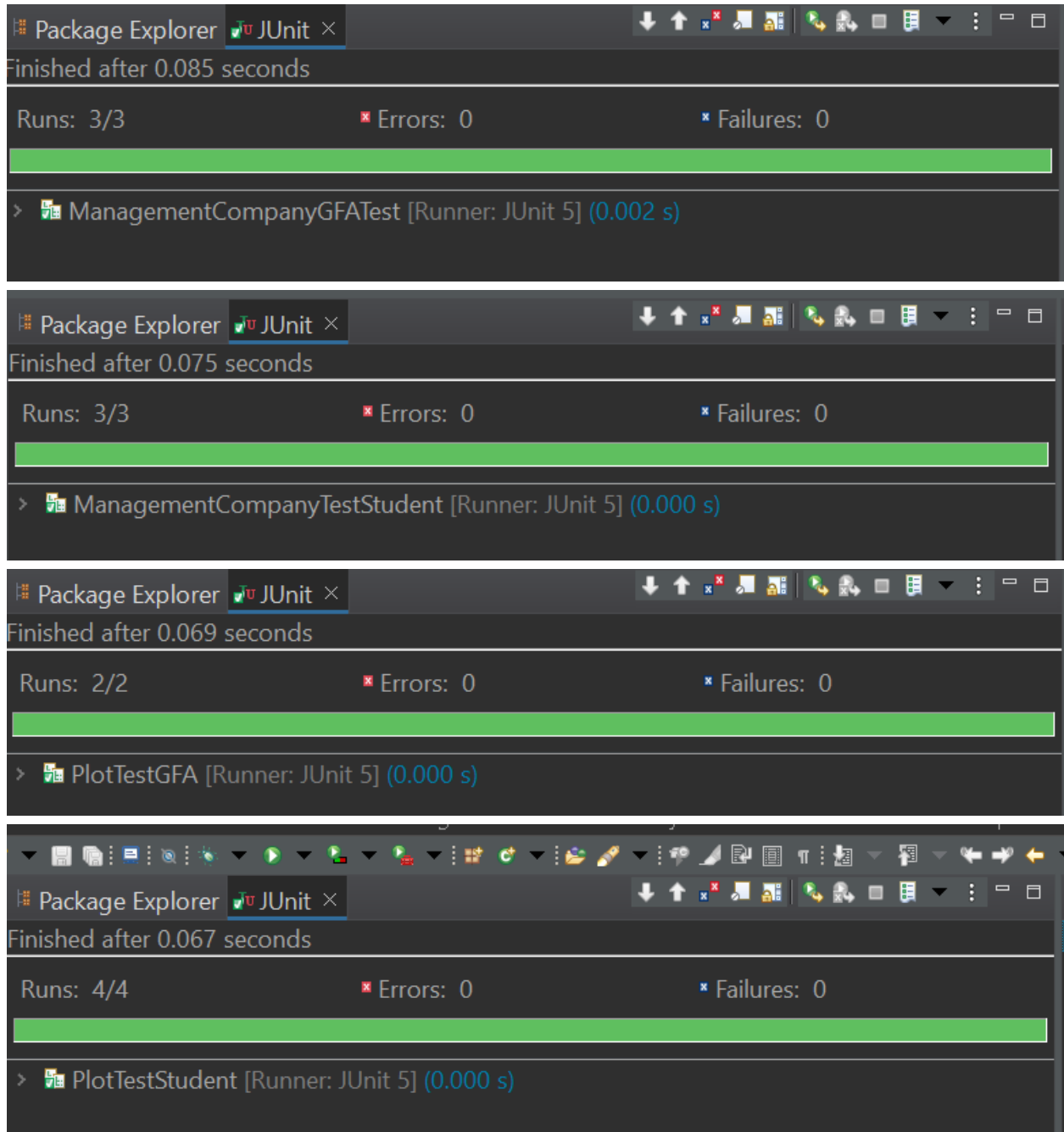


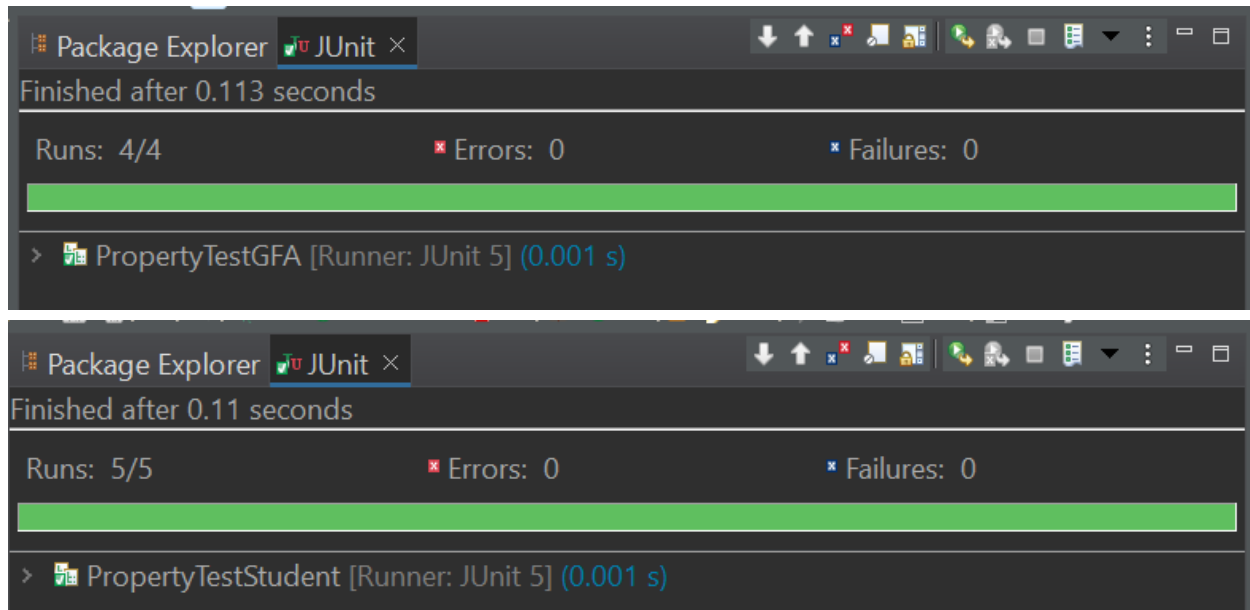
List of properties



Part 4: Screen snapshots of JUnit test with extended all JUnit Methods results.

(all 6 junit tests in total , testing three classes. First is the gfa provided while the latter is the one student created)





Part 5: Screen snapshots of src folder files under folder Assignment 4 in your GitHub repository.

Part 6: Lessons Learned. Provide answers to the questions listed above:

Write about your Learning Experience, highlighting your lessons learned and learning experience from working on this project.

What have you learned?

Aggregation - the whole concept that two or more classes can have relationship, where an instance of one class could be a field in another class.

What did you struggle with?

The whole concept of encompassing and overlapping was very confusing to code, and took much time to code this concept.

What would you do differently on your next project?

Probably not rush it, and do it slowly time by time to avoid burnout and exhaustion

What parts of this assignment were you successful with, and what parts (if any) were you not successful with?

Coding was easy, design was also surprisingly easy as no pseudocode and flowcharts, I enjoy UML more because it is more direct, and less confusing. It is difficult to code the concepts and logics but that is the whole point of challenges, I enjoyed it.

Provide any additional resources/links/videos you used to while working on this assignment/project.

