**CMSC 203**

**Fernando Gonzales-Vigil Richter**

**Assignment 6**

**UML**

A screenshot of a cell phone

Description automatically generated

**Lesson Learned**

The hardest part was to think the logic behind the different Ticket childs. My original plan was to set the price inside the constructor using the calculatePrice method, calling the constructor when using the addTicket method.

Since the price depends on the content of the ticketList, there was no way to set the price inside the ticket class since this class does not have access to the list. Instead. The calculatePrice uses the default price, which works with Adult and Child, and the price setting logic was placed inside the addTicket method. The method is a bit big and ugly (switch + nested if/else), and probably could be simplified but at least passes all tests.