Evidence for Implementation and Testing Unit.

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I.T 1- Demonstrate one example of encapsulation that you have written in a program.

I.T 2 - Example the use of inheritance in a program.

Example of ...

A Class.

A Class that inherits from another Class.

An object in the inherited Class.

A method (highlighted) that uses the information inherited.

```
(C) Vehicle java ×
                                                                                                       C Car.java ×
            package Dealership;
                                                                                                                   public class Car extends Vehicle {
                                                                                                                        public Car(int price, String colour, Engine engine, Gearbox gearbox, int numberOfWheels){
    super(price, colour, engine, gearbox, numberOfWheels);
 public abstract class Vehicle {
                  protected int price;
protected String colour;
protected Engine engine;
protected Gearbox gearbox;
protected int numberOfWheels;
C Dealer.java ×
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                                                                                                                         public void addStock(Vehicle vehicle) {
    this.stock.add(vehicle);
                                                                                                                         public void removeStock(Vehicle vehicle) {
                                                                                                                                this.stock.remove(vehicle);
                 }
                  public int getPrice(){
   return this.price;
                                                                                                                          public void removeAllStock() {
   this.stock.clear();
                  public String getColour(){
   return this.colour;
                                                                                                                          public int getTill() { return this.till; }
                                                                                                                          public void addTill(int money) {
   this.till += money;
                 public Engine getEngine(){
    return this.engine;
}
                                                                                                                              ublic void sellCar(int money, Vehicle vehicle){
  removeStock(vehicle);
  addTill(money);
                 public Gearbox getGearbox(){
   return this.gearbox;
                   public int getNumberOfWheels(){
   return this.numberOfWheels;
```

I.T 3 - Example of searching

Example of a function searching data and the output result.

```
'Attractions', 'name' => 'Mordor'})
location1.save()
                                                                                                                   values = [@location_id]
location_hash = SqlRunner.run(sql, values).first()
location2 = Location.new({ 'category' => 'Tavern',
'name' => 'The Prancing Pony'})
                                                                                                                   return User.new(location hash)
visit1 = Visit.new({ 'user_id' => user1.id,
  'location_id' => location1.id, 'review' => '0
                                                                                                                                                                       ruby console.rb — ruby — ruby
                                                                                                             elle wubu
                                                                                                                 db ruby console.rb
stars, far too hot'})
                                                                                                              \textbf{From: /Users/hamishhoad/codeclan\_work/week\_03/day\_4/quest\_advisor\_start/db/console.rb~@~line~37~:}
                                                                                                              32:
33: visit4 = Visit.new({ 'user_id' => user2.id, 'location_id' => location2.id, 'review' => '3 stars, too crowded, could not find my wizard friend'})
34: visit4.save()
35: binding.pry
36: 36: binding.pry
37: nil
visit2 = Visit.new({ 'user_id' => user3.id,
  'location_id' => location1.id, 'review' => '5
stars, would visit again if I could'})
visit2.save()
                                                                                                             [1] pry(main)> Location.all

>> [#clocation:0x007fc643lae8a0 @category="Attractions", @id=33, @name="Mordor">,

#clocation:0x007fc643lae7b0 @category="Tavern", @id=34, @name="The Prancing Pony">]
[2] pry(main)> ||
visit3 = Visit.new({ 'user_id' => user1.id,
  'location_id' => location2.id, 'review' => '4
visit3.save()
```

I.T 4 - Example of sorting

Example of a function sorting data and outputting a table of results.

```
console.rb
                                                                                   FROM customers
                                                                                   INNER JOIN tickets ON customers.id = tickets.customer_id
film1.save()
                                                                                   INNER JOIN films ON tickets.film_id = films.id
film2 = Film.new({
    "title" => "Star Wars, The Empire Strikes Back",
                                                                                   WHERE customers.id = $1"
                                                                                   values = [@id]
results = SqlRunner.run(sql, values)
                                                                                   return result
film2.save()
film3 = Film.new({
                                                                                • • •
                                                                                                                 psql -d cc_cinema — psql — psql
   "title" => "Tron",
                                                                                   db git:(master) × psql -d cc_cinema
  "ticket_price" => 500
                                                                                psql (10.3)
Type "help" for help.
                                                                                cc_cinema=# SELECT films.* FROM customers INNER JOIN tickets ON customers.id = tickets.cust
omer_id INNER JOIN films ON tickets.film_id = films.id WHERE customers.id = 1;
id | title | ticket_price
customer1 = Customer.new({
                                                                                1 | Doom |
(1 row)
                                                                                cc_cinema=# |
```

I.T 5 - Example of an array, a function that uses an array and the result

Example of a test array in a program, the function and the test results.

```
my_functions.rb
 def test_sum_array
                                                           def sum_array(numbers)
   result = sum_array( [ 1,2,3,4,5 ] )
                                                              result = 0
   assert_equal( 15, result )
                                                              for number in numbers
 end
                                                                result += number
                                                              end
                                                              return result
                        hamishhoad@Hamishs-MBP — ..t_point/specs — -zsh
specs ruby my_functions_spec.rb
Run options: --seed 28893
# Running:
Finished in 0.000802s, 6234.4140 runs/s, 6234.4140 assertions/s.
5 runs, 5 assertions, 0 failures, 0 errors, 0 skips
→ specs
```

I.T 6 - Example of a hash, a function that uses a hash and the result

Example of a hash in a program, a function that calls the hash and the output result.

I.T 7 - Example of polymorphism in a program

Example of a polymorphism in a program where a 'Radio' class implements an 'IConnect' interface in order to add an instance to a 'Network' and tune to a radio station.

