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Group:10

Which Program (Idea for task 2) did you choose?

Problem 2

And part of problem 3

Which of the following Java / OOP features did you use in your program?

1-Inheritance 2-Polymorphism 3-Constructors 4- aggregation 5-Overriding

1. How many classes did you create and their names?

1- Client 2- CommercialClient 3-bankSystem

2. How many different access specifiers did you use and their names? 3 access specifiers

1- public, 2-private, 3-protected

3. How many Java coding style rules did you use and which ones? 5 rules

1-function name ,2-variable name, 3-comment ,4-class name ,design ,5-Indentation

4. How many Javadoc tags did you use and which ones? 4 Javadoc tags

1- @author 2- @param 3- @return 4- @version

5. Did you use inheritance? When and why?

Yes ,when I make special type of client and they same attribute

6. Did you use method overriding? When and why?

Yes , in toString and setCommercialID and getCommercialID

7. Did you use method composition? When and why?

no ,I didn't use it

8. Did you use method polymorphism? When and why?

Yes, to override method toString

Draw in the space below a simple UML class diagram that shows your main classes, their attributes and operations and their interactions with each



