Documents in this folder:

* PetShelter.java
* Animal.java
* Dog.java
* Cat.java
* Horse.java
* Output.png

Discussion:

This week we’re doing things a bit differently; we have a desired output, and we’re going to get students to help us design the solution. The documents here are completed, so you will need to download the LMS versions in order to fill them in.

The objective is to get students to think about how to meet a specification. In this case, it is simply the output that they have to match, so it’s up to you to teach them about design techniques. Before starting, talk with them about generic/abstract classes, and motivate using them for this example. Then identify the different animal classes (Dog, Cat, Horse) that you can see in the output, and justify why it is better to make separate classes for them.

It could take a bit of time to replicate the entire output, so it might be useful to only implement the Animal and Dog classes (along with the main method), and then let the students try to finish the others before moving on to the Shoe example.

Demo:

Combined with Discussion this week.

Workshop Notes:

Nothing to note this week.