

Lab 4 Sample Test Case

Question 1

```
public static void testStudent() {
    Student s = new Student(1234567890);

    System.out.println(s.getID() == 1234567890);
    System.out.println(s.isSleeping() == false);
    s.fallAsleep();
    System.out.println(s.isSleeping() == true);
    s.fallAsleep(); // should do nothing because the student is already sleeping
    System.out.println(s.isSleeping() == true);
    s.wakeUp();
    System.out.println(s.isSleeping() == false);
    s.wakeUp(); // should do nothing because the student is already awake
    System.out.println(s.isSleeping() == false);
}
```

Question 2

```
public static void testStudent() {
    Student s = new Student(1234567890);

    System.out.println(s.getID() == 1234567890);
    System.out.println(s.isSleeping() == false);
    s.fallAsleep();
    System.out.println(s.isSleeping() == true);
    s.fallAsleep(); // should do nothing because the student is already sleeping
    System.out.println(s.isSleeping() == true);
    s.wakeUp();
    System.out.println(s.isSleeping() == false);
    s.wakeUp(); // should do nothing because the student is already awake
    System.out.println(s.isSleeping() == false);
}
```

Question 3

```
public static void testStudent() {
    Student s = new Student(1234567890);

    System.out.println(s.getID() == 1234567890);
    System.out.println(s.isSleeping() == false);
    s.fallAsleep();
    System.out.println(s.isSleeping() == true);
    s.fallAsleep(); // should do nothing because the student is already sleeping
    System.out.println(s.isSleeping() == true);
    s.wakeUp();
    System.out.println(s.isSleeping() == false);
    s.wakeUp(); // should do nothing because the student is already awake
    System.out.println(s.isSleeping() == false);
}

public static void testChicken() {
    Chicken c = new Chicken(2.3);

    System.out.println(c.getWeight() == 2.3);
    System.out.println(c.isSleeping() == true);
    c.wakeUp();
}
```

```

System.out.println(c.isSleeping() == false);
c.wakeUp(); // should do nothing because the chicken is already awake
System.out.println(c.isSleeping() == false);
c.fallAsleep();
System.out.println(c.isSleeping() == true);
c.fallAsleep(); // should do nothing because the chicken is already sleeping
System.out.println(c.isSleeping() == true);
}

```

Question 4

```

public static void testStudent() {
    Student s = new Student(1234567890);

    System.out.println(s.getID() == 1234567890);
    System.out.println(s.isSleeping() == false);
    s.fallAsleep();
    System.out.println(s.isSleeping() == true);
    s.fallAsleep(); // should do nothing because the student is already sleeping
    System.out.println(s.isSleeping() == true);
    s.wakeUp();
    System.out.println(s.isSleeping() == false);
    s.wakeUp(); // should do nothing because the student is already awake
    System.out.println(s.isSleeping() == false);
}

public static void testChicken() {
    Chicken c = new Chicken(2.3);

    System.out.println(c.getWeight() == 2.3);
    System.out.println(c.isSleeping() == true);
    c.wakeUp();
    System.out.println(c.isSleeping() == false);
    c.wakeUp(); // should do nothing because the chicken is already awake
    System.out.println(c.isSleeping() == false);
    c.fallAsleep();
    System.out.println(c.isSleeping() == true);
    c.fallAsleep(); // should do nothing because the chicken is already sleeping
    System.out.println(c.isSleeping() == true);
}

```