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Class: CMIS 141

Date: 9/18/2016

Assignment: Homework 2

Test Plan

Design a Polygon class and create 5 polygon objects testing each one of their getter and setter methods. Ensure the code compiles and outputs in a readable format.

Results

Overall the final test case was very accurate and exactly what I was hoping for. Each data type was returned in the expected manner. The path to get the program to where I needed it to be was a challenge, and although I would like to make the code more efficient, I simply lacked the knowledge to be able to do it. For example I would have preferred to create an object array and loop through each one of the objects, preforming the same statements against each object. However I was unable to do that and was forced to regress to copy and pasting the code 5 times while updating the references to the objects they run against. While this is a completely viable way of doing things for my program of 5 objects, I couldn’t imagine having to do that in a program that iterates through 1000’s of objects.

