

Credit Name: CSE3130 Object Oriented Programming 2

Assignment Name: Vehicle

How has your program changed from planning to coding to now? Please explain?

I started by setting up the abstract Vehicle class.

I then spent an obnoxiously long time trying to think of good object-specific values for variables, new variables, and new methods, despite knowing nothing about vehicles.

After wasting some time on that I realized that the values do not really matter. I set all the variables to integers and then added extremely generic variables and methods to each subclass.

The various variables in both the abstract and subclasses are meaningless, and exist just to prove that I know how to do the code side for the assignment.

The same applies to the methods with simple print statements taking the place of real code, as there is no system to use this code with.

Again, this was an extremely tedious process consisting of mainly writing get/set methods. This code is very good to know how to use, and can be incredibly powerful and useful in the right situations, but writing these basic examples is just very time-consuming.

I then wrote real client code to test the system. The textbook actually asks for client code for this assignment, so I decided to use GUI to allow input. Not all methods are demonstrated (notably the set methods are not used), but many of them are.

It simply allows you to create an object, turn it to a string, and run its methods.

I don't have much else to write here. Again, very simple and mostly just tedious to write, so I don't have much to talk about.