Project:

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CPT 233 W01

**Data**

Name Type Description

maxCapacity int Max capacity boat can take of cars

currentPort char Current port boat is docked at

destPort char Destination port for boat

carsOnBoard int How many cars on board

portA int How many cars are at port a

portB int How many cars are at port b

**Methods**

Name Type Parameters In Purpose

FerryBoat NA max cars sets instance variables

starting port sets carsOnBoard to 0

Seeds random number gen

Sets random numbers cars for ports

genRandNumberFromRange int max value, min value generates random from a specific range

moveToPort void destination port Display port leaving,

port heading to, and

# of cars on board

loadCars void None Loads max number of cars

updates number at ports

Displays number boarded

Cars left, number on board

unloadCars void None Displays # unloading,

updates carsOnBoard to 0

getPortA int None returns portA

getPortB int None returns portB

getCarsOnBoard int None return carsOnBoard

getMaxCapacity int None return maxCapacity

getCurrentPort char None return currentPort

getDestPort char None returns destPort

setCurrentPort void Current Port sets currentPort

setDestPort void Dest Port sets destPort