



THE UNIVERSITY
OF THE
WEST INDIES

OBJECT ORIENTED PROGRAMMING 1

Lab 2 Feedback Report

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Lab 2 Part 1 tests:

Running StationSimulation Main...

✓ StationSimulation ran successfully.

Testing Vehicle 1 (Gasoline)...

✓ Vehicle 1 created successfully.

Testing Vehicle 2 (Diesel)...

✗ Vehicle 2 creation failed.

Expected: TankCapacity=3375, FuelType=diesel

Got: TankCapacity=3375, FuelType=disel

Servicing gasoline vehicle...

✓ Fuel levels updated successfully for gasoline vehicle.

Servicing diesel vehicle...

✗ Diesel vehicle incorrectly affected fuel levels.

Lab 2 Part 2 tests:

✓ Class Vehicle exists.

✓ Constructor for Vehicle(int, int, int) exists.

✓ Method toString() exists in Vehicle class.

✓ Constructor correctly initializes a vehicle with dimensions (10, 10, 10).

✗ Constructor failed for vehicle with dimensions (15, 15, 15).

Expected: tankCapacity=3375, fuelType=diesel

Got: tankCapacity=3375, fuelType=disel

✓ toString() method correctly formats a vehicle with dimensions (10, 10, 10).

✗ toString() method failed for vehicle with dimensions (15, 15, 15).

Expected: VEHICLE TANK CAPACITY: 3375 FUEL TYPE: diesel

Got: VEHICLE TANK CAPACITY: 3375 FUEL TYPE: disel

Lab 2 Part 3 tests:

Test: Default Constructor

✓ Default constructor initializes all attributes correctly.

Test: toString Method

✖ The toString method output is incorrect.

Expected: FUEL: gasoline VOL: 75000.0L PRICE PER L: \$2.0 SALES: \$0.0

Got: gasoline VOL: 75000.0L PRICE PER L: \$2.0 SALES: \$0.0

Test: Private sellFuel Method

✔ sellFuel method works as expected.

Test: canDispenseFuelType Method

✖ The station should not dispense diesel but returned true.

Test: dispense Method

✖ dispense method incorrectly dispensed diesel.