

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 creation failed.

Expected: TankCapacity=1000, FuelType=gasoline

Got: TankCapacity=110, FuelType=gasoline

Testing Vehicle 2 (Diesel)...

Vehicle 2 creation failed.

Expected: TankCapacity=3375, FuelType=diesel

Got: TankCapacity=240, FuelType=gasoline

Servicing gasoline vehicle...

Evel level mismatch after servicing gasoline vehicle.

Expected remaining fuel: 74000.0

Got remaining fuel: 74890.0

Servicing diesel vehicle...

Diesel vehicle incorrectly affected fuel levels.

Lab 2 Part 2 tests:

- ♥ Constructor for Vehicle(int, int, int) exists.
- Method toString() exists in Vehicle class.
- Constructor failed for vehicle with dimensions (10, 10, 10).

Expected: tankCapacity=1000, fuelType=gasoline

Got: tankCapacity=110, fuelType=gasoline

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

Expected: tankCapacity=3375, fuelType=diesel

Got: tankCapacity=240, fuelType=gasoline

toString() method failed for vehicle with dimensions (10, 10, 10).

Expected: VEHICLE TANK CAPACITY: 1000 FUEL TYPE: gasoline

Got: VEHICLE TANK CAPACITY: 110 FUEL TYPE: gasoline

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

Expected: VEHICLE TANK CAPACITY: 3375 FUEL TYPE: diesel

Got: VEHICLE TANK CAPACITY: 240 FUEL TYPE: gasoline

Lab 2 Part 3 tests:

Test: Default Constructor

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

Test: Private sellFuel Method

Test: canDispenseFuelType Method

Test: dispense Method

of dispense method works correctly.