

OBJECT ORIENTED PROGRAMMING 1 Lab 3 Feedback Report

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Lab 3 Part 1 tests:

- === Test: Fields and Modifiers ===
- ♥ 'plateNumberCounter' field is declared correctly (private static int).
- ♥ 'vehicleClassification' field is declared correctly (private int).
- === Test: 3-Arg Constructor ===

- === Test: 4-Arg Constructor ===
- 4-arg constructor sets correct vehicleClassification (1).
- === Test: toString Method ===
- ★ toString() does not contain expected details. Got:

VEHICLE TANK CAPACITY: 24 FUEL TYPE: gasoline PLATEID: TAB03VEHCILE

CLASSIFICATION: 3

- === Test: Vehicle Classification ===
- ♥ classification=1 => Motorcycle as expected.
- ♥ classification=4 => Heavy Motor Vehicle as expected.
- ♥ classification=2 => defaulted to 3 as expected.
- === Test: equals(Object) ===

Lab 3 Part 2 tests:

- === Test: Fields and Modifiers ===
- ♥ 'vehicle1' field is correctly declared (private Vehicle).
- ♥ 'vehicle2' field is correctly declared (private Vehicle).
- === Test: Constructor ===
- ♥ Constructor correctly assigns the name.
- ♥ Constructor correctly initializes vehicle1 and vehicle2 to null.
- === Test: getName() ===

- === Test: addVehicle() ===
- === Test: canDrive() ===
- Error: Could not test canDrive(). VehicleDriver.canDrive(Vehicle)

Lab 3 Part 3 tests:

- === Test: Methods in StationSimulation ===
- ♥ getRandomNumber(int, int) method exists and returns int.
- === Test: Random Number Generation ===
- 𝒇 getRandomNumber(int, int) correctly generates numbers within range.
- === Test: Simulation Behavior ===
- ♥ Driver 'Lou' correctly assigned 2 vehicles.
- Triver 'Sue' correctly assigned 2 vehicles.
- Triver 'Drew' correctly assigned 2 vehicles.
- Triver 'Koo' correctly assigned 2 vehicles.
- Triver 'Murphy' correctly assigned 2 vehicles.