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=gasoline

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=gasoline

✅ 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: gasoline

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: FUEL: gasoline VOL: 75000.0L PRICE PER L: $2.00 SALES: $0.0

Test: Private sellFuel Method

❌ sellFuel method did not update fuelVolume or fuelSales correctly.

Expected remaining fuel: 70000.0

Got: 70000.0

Expected sales: $10000.0

Got: $70000.0

Test: canDispenseFuelType Method

✅ canDispenseFuelType method works correctly.

Test: dispense Method

✅ dispense method works correctly.