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 created successfully.

Servicing gasoline vehicle...

❌ Fuel level mismatch after servicing gasoline vehicle.

Expected remaining fuel: 74000.0

Got remaining fuel: 0.0

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 correctly initializes a vehicle with dimensions (15, 15, 15).

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

✅ toString() method correctly formats a vehicle with dimensions (15, 15, 15).

Lab 2 Part 3 tests:

Test: Default Constructor

❌ The default fuelType should be 'gasoline'.

❌ The default fuelVolume should be 75000.0 liters.

❌ The default fuelRate should be $2.0 per liter.

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: null VOL: 0.0L PRICE PER L: $0.0 SALES: $0.0

Test: Private sellFuel Method

❌ sellFuel method failed. The fuelVolume might be insufficient.

Test: canDispenseFuelType Method

❌ The station should dispense gasoline but returned false.

Test: dispense Method

❌ dispense method failed to dispense gasoline.