



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 created successfully.

Servicing gasoline vehicle...

✓ Fuel levels updated successfully for gasoline vehicle.

Servicing diesel vehicle...

✓ No incorrect effect on fuel levels for diesel vehicle.

### 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

✓ 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: \$2.00 SALES: \$0.00

Test: Private sellFuel Method

✓ sellFuel method works as expected.

Test: canDispenseFuelType Method

✔ canDispenseFuelType method works correctly.

Test: dispense Method

✔ dispense method works correctly.