OBJECT ORIENTED PROGRAMMING 1
Lab 3 Feedback Report
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Lab 3 Part 1 tests:

=== Test: Fields and Modifiers ===

✅ 'plateID' field is declared correctly (private String).

✅ 'plateNumberCounter' field is declared correctly (private static int).

✅ 'vehicleClassification' field is declared correctly (private int).

=== Test: 3-Arg Constructor ===

✅ 3-arg constructor correctly computed tankCapacity (24).

✅ 3-arg constructor sets correct fuelType ('gasoline').

=== Test: 4-Arg Constructor ===

✅ 4-arg constructor correctly computed tankCapacity (210).

✅ 4-arg constructor sets correct vehicleClassification (1).

=== Test: toString Method ===

❌ toString() does not contain expected details. Got:

   VEHICLE PLATE ID: TAB3 TANK CAPACITY: 24 FUEL TYPE: gasoline VEHICLE

CLASSIFICATION: 3 Light Motor Vehicle

=== 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) ===

✅ A vehicle equals itself.

✅ Two distinct vehicles have different plateIDs => equals returned false.

Lab 3 Part 2 tests:

=== Test: Fields and Modifiers ===

✅ 'name' field is correctly declared (private String).

✅ '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() ===

✅ getName() returns correct name.

=== Test: addVehicle() ===

✅ addVehicle() correctly assigns vehicles.

=== Test: canDrive() ===

❌ Error: Could not test canDrive(). VehicleDriver.canDrive(Vehicle)

Lab 3 Part 3 tests:

=== Test: Methods in StationSimulation ===

❌ Error: Required method missing. StationSimulation.getRandomNumber(int,int)

=== Test: Random Number Generation ===

❌ Error testing getRandomNumber(). StationSimulation.getRandomNumber(int,int)

=== Test: Simulation Behavior ===

❌ Error testing simulation behavior. StationSimulation.getRandomNumber(int,int)