

## OBJECT ORIENTED PROGRAMMING 1 Lab 3 Feedback Report

Student: 816021591

## 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 ===

- === Test: 4-Arg Constructor ===
- ♥ 4-arg constructor sets correct vehicleClassification (1).
- === Test: toString Method ===
- ♥ toString() appears to include correct capacity, fuel type, plateID, classification.
- === 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) ===
- Two distinct vehicles have different plateIDs => equals returned false.

## 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() ===
- 𝒇 getName() returns correct name.
- === Test: addVehicle() ===

- 𝒜 addVehicle() correctly assigns vehicles.
- === Test: canDrive() ===

## Lab 3 Part 3 tests:

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