

OBJECT ORIENTED PROGRAMMING 1 Lab 3 Feedback Report

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Lab 3 Part 1 tests:

- === Test: Fields and Modifiers ===
- Error: A required field was not found: plateNumberCounter
- === 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.
- Sclassification=4 => expected 'Heavy Motor Vehicle', got: Heavy motor vehicle
- ♥ 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 ===
- ♥ '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() ===
- Error: Could not test addVehicle(). null

=== Test: canDrive() ===

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

Lab 3 Part 3 tests:

=== Test: Methods in StationSimulation ===

𝒇 getRandomNumber(int, int) method exists and returns int.

=== Test: Random Number Generation ===

♥ getRandomNumber(int, int) correctly generates numbers within range.

=== Test: Simulation Behavior ===

Error testing simulation behavior. null