

## OBJECT ORIENTED PROGRAMMING 1 Lab 2 Feedback Report

Student: 816037784

## 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 creation failed.

Expected: TankCapacity=3375, FuelType=diesel

Got: TankCapacity=3375, FuelType=disel

Servicing gasoline vehicle...

Servicing diesel vehicle...

No incorrect effect on fuel levels for diesel vehicle.

## Lab 2 Part 2 tests:

- ♥ Constructor for Vehicle(int, int, int) exists.
- Method toString() exists in Vehicle class.
- ♥ Constructor correctly initializes a vehicle with dimensions (10, 10, 10).
- Constructor failed for vehicle with dimensions (15, 15, 15).

Expected: tankCapacity=3375, fuelType=diesel

Got: tankCapacity=3375, fuelType=disel

**⊗** toString() method failed for vehicle with dimensions (10, 10, 10).

Expected: VEHICLE TANK CAPACITY: 1000 FUEL TYPE: gasoline

Got: VEHICLE TANK CAPACITY: 1000FUEL TANK: gasoline

toString() method failed for vehicle with dimensions (15, 15, 15).

Expected: VEHICLE TANK CAPACITY: 3375 FUEL TYPE: diesel

Got: VEHICLE TANK CAPACITY: 3375FUEL TANK: disel

## Lab 2 Part 3 tests:

Test: Default Constructor

The 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: 75000.0L PRICE PER L: \$0.00 SALES: \$0.00

Test: Private sellFuel Method

Test: canDispenseFuelType Method

Test: dispense Method

of dispense method works correctly.