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Spring CS260

4/3/2016

Assignment 1

Design:

I’m mildly uncertain if my current code fulfils the requirements put forth by the syllabuses description of the assignment, but it was said that just turning in a list of things was alright, so I’m a little ahead of that!

From my understanding, we are intended to create a list of features that a car would possess and turn it in. I assume that there should be a nice mix of variable types (int, Boolean, string, etc.)

I believe that the design should have a few toggle features (such as a toggleCarOn function or a toggleAccel one.) and then have a nice number of variables, these may be cut out sometime later due to inefficiency due to the variables not being relevant.

My initial thoughts on how to solve this are to type up something quick, but still usable, and make a driver to help future-proof this design so that it can be done quickly and efficiently.

I wrote some very rough pseudo code in my files for what I should be doing, I only included what the end goal for the code was, and made chunks if there were a few big, but separate goals.

Tests:

My code is pretty basic, but I have not implemented any user input as of yet. So I have a much more limited testing range because I don’t need to validate user inputs. Tests that show all of my code working perfectly would be toggling on and off a vehicle’s on status, or its current rolling capability, and retrieving values from my Boolean and Int receiving/sending classes.

Test Cases:

|  |  |
| --- | --- |
| Initial test run | Ensure everything works, before I change features of my functions, this step passed. |
| Modify variables like canStart, vehicleIsOn, and others | Ensuring that my functions properly adjust to the new information it is being given. This step passed. |
| Consecutive adjustments, testing almost every other scenario for those variables | Ensuring that the functions are able to handle any input. This step passed. |

Reflection:

A big hurdle I came across while starting this initial project is that while being as OSU and working with other languages (like PHP, HTML, AJAX, DHTML, SQL, C, C++, C#, etc.) I had forgotten about characteristics of java, and how to implement some of them, just small things like inheritance, and how some of the classes interact, but A few looks at the Professor’s code and Stack overflow had helped me learn a lot of intricacies about the language however. This was a nice refresher to some basics in java, and I feel that this was a great way to dip my toes back into it, and prepare myself for the coming projects.

I do like the idea of these open ended assignments, but I do feel a little uncertain about if I am filling requirements out or not.