

Credit Name: CSE 3130 Object-Oriented Programming 2

Assignment Name: Vehicle, Car, Truck, Minivan

Q: How has your program changed from planning to coding to now? Please explain?

A: This mastery was fairly easy to do. For the 'Vehicle' abstract class, I had to create variables for the make, model, year and MSRP and create individual methods to set and retrieve the information of these variables. After that, I created the Car, Minivan and Truck java classes that inherit the 'Vehicle' abstract class. For the Car class, I imported the variables from the Vehicle abstract class and created four additional member variables for fuel economy city and highway, seating capacity and cargo volume. After that, I created individual methods to set and retrieve the information of these additional variables. Did this for the Minivan and Truck class also by recycling most of the code from the Car class. After that, I created client code which tests all of these classes. First I hardcoded the variables for the three inherited classes. Then, I made the application a bit more interactive by making the user choose one of the three hardcoded sub-vehicle classes and then let the user choose either to reveal the vehicle name and year, fuel economy city and highway, seating and cargo or MSRP after choosing their mystery vehicle of their choice. I tested everything out and there were no errors found whatsoever.