

Difficulty with the assignment:

I had no trouble creating these classes using Object Oriented Programming techniques I had previously learned in CS201. This lab served as a good refresher to OOP concepts such as polymorphism and abstraction. The only difficulty I encountered was setting up the JUnit testing using a .jar file. I was trying to do the whole project in the console. After some troubleshooting I gave up and used NetBeans IDE to help implement JUnit testing.

Status:

Assignment is complete with minimum requirements.

Lines of code:

Ant.java – 10 lines

Bat.java – 25 lines

Creature.java – 25 lines

Fly.java – 25 lines

Flyer.java – 3 lines

TestCreature.java – 50 lines

Thing.java – 25 lines

Tiger.java – 10 lines

Lines of code in unit tests:

ThingTest.java – 50 lines

Unit Test Coverage:

The JUnit test tested creatures to see what the last thing they ate was, as well as getting the creatures name from the toString() method.

Cyclomatic Code Complexity

Under 10