Allyson Wilson Cohort 15 16/8/17

I.T 1 Encapsulation

```
private int numberOfKeys;
private double boughtPrice;
private double salePrice;

public abstract class Kaiju implements Attackable{
private String name;
private int healthValue;
private int attackValue;
```

I.T 2 Superclass

```
Instrument

package com.example.raysmusicexchange;

/**

* * Created by allysonwilson on 9/8/17.

*/

public abstract class Instrument implements Playable {
    public String color;
    public String type;

public Instrument(String color, String type) {
    this.color = color;
    this.type = type;
}

public String getColor() { return color; }

public String getType() { return type; }

public void setColor(String color) { this.color = color; }

public void setType(String type) { this.type = type; }
}

public void setType(String type) { this.type = type; }
}
```

I.T 2 Class inherits from previous class

```
// * Created by allysonwilson on 9/8/17.
        // */
//
        public class Piano
                 extends Instrument
                 implements Playable , Sellable {
           private int numberOfKeys;
private double boughtPrice;
           private double salePrice;
            public Piano(String color, String type, int numberOfKeys, double boughtPrice, double
        salePrice){
                 super(color, type);
                 this.numberOfKeys = numberOfKeys;
this.boughtPrice = 10.00;
20
21
                 this.salePrice = 12.00;
             public int getNumberOfKeys() { return numberOfKeys; }
27
28
29
30
             public String soundOfInstrument() { return "tinkley"; }
             public double calculateMarkUp() {
                 return (0.20 * boughtPrice);
             public double getSalePrice() {
                 return (boughtPrice += calculateMarkUp());
             public double profit() { return (salePrice - boughtPrice); }
```

I.T 2 Object in Inherited Class

```
import ...
/**

* Created by allysonwilson on 9/9/17.

*/

public class PianoTest {
    Piano piano;

@Before
    public void before() { piano = new Piano( "white", "string instrument", 88, 10.00, 12.00); }

@Test
    public void testHasColor() { assertEquals( "white", piano.getColor() ); }

@Test
    public void testHasType() { assertEquals( "string instrument" , piano.getType() ); }

@Test
    public void testHasNumberOfKeys() { assertEquals( 88, piano.getNumberOfKeys() ); }

@Test
    public void testSoundOfInstrument() { assertEquals( "tinkley" , piano.soundOfInstrument()); }

@Test
    public void testCalculateMarkUp() { assertEquals( 2.00, .01, piano.calculateMarkUp() ); }

@Test
    public void testHasSalePrice() { assertEquals(12.00, 0.1, piano.getSalePrice() ); }

@Test
    public void testHasProfit() { assertEquals( 2.00, 0.01, piano.profit() ); }

@Test
    public void testHasProfit() { assertEquals( 2.00, 0.01, piano.profit() ); }
```

I.T 2 Method from inherited class of Sellable

```
public double calculateMarkUp() {
    return (0.20 * boughtPrice) ;
}
```

IT 3 Search Data

```
adoption.rb
       end
       def self.all()
         sql = "SELECT * FROM adoptions"
         values = []
         results = SqlRunner.run( sql, values )
         return results.map { |adoption| Adoption.new( adoption ) }
       end
       def animal()
         sql = "SELECT * FROM animals
        WHERE id = $1"
        values = [@animal_id]
         results = SqlRunner.run( sql, values )
         return Animal.new( results.first )
41
       end
42
       def hero()
         sql = "SELECT * FROM heroes
         WHERE id = $1"
46
         values = [@hero_id]
         results = SqlRunner.run( sql, values )
         return Hero.new( results.first )
       end
```

Result of function running

```
Shelter_Project — ruby db/seeds.rb — ruby — ruby db/seeds.rb — 113×32

[2] pry(main)> adoption1.hero()

=> #<Hero:0x007ffd4c2b34b8 @id=4, @image="/images/Ona_avatar.png", @name="Ona">
[3] pry(main)> hero1.name()

=> "Ona"
[4] pry(main)> animal1.species()

=> "Basking Shark"
[5] pry(main)> |
```

IT 4 Sort Data

```
def self.all()
    sql = "SELECT * FROM heroes ORDER by name"
    values = []
    results = SqlRunner.run( sql, values )
    return results.map { |hash| Hero.new( hash ) }
    end
```

```
def self.all()
       sql = "SELECT * FROM heroes ORDER by name"
       values = []
       results = SqlRunner.run( sql, values )
       return results.map { |hash| Hero.new( hash ) }
     end
→ Shelter_Project git:(master) x ruby db/seeds.rb
From: /Users/allysonwilson/Desktop/Shelter_Project/db/seeds.rb @ line 62 :
   57: 'hero_id' => hero1.id
   58: })
   59: adoption1.save()
   60:
   61: binding.pry
 => 62: nil
[1] pry(main)> Hero.all()
=> [#<Hero:0x007fc97183cc68 @id=8, @image="/images/Granny.png", @name="Granny">,
```

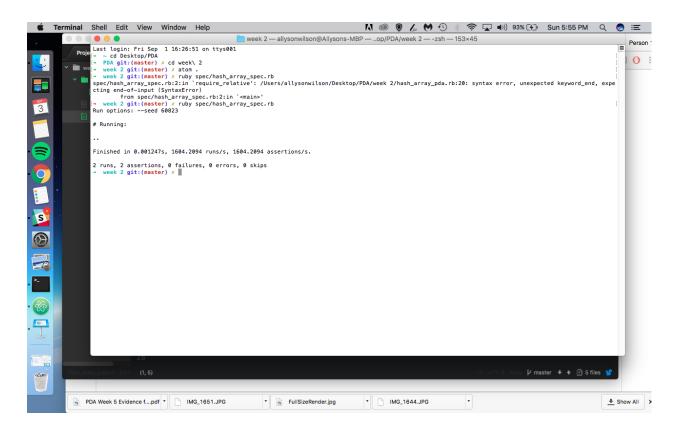
#<Hero:0x007fc971836ca0 @id=9, @image="/images/Fraser_avatar.png", @name="Joe">,
#<Hero:0x007fc971835aa8 @id=7, @image="/images/Ona_avatar.png", @name="Ona">]

[2] pry(main)>

IT 5 and IT 6 Hash and Array with TDD

```
i hash_array_pda.rb — ~/Desktop/PDA/week 2
hash_array_spec.rb
                                                                    hash_array_pda.rb
  require('minitest/autorun')
  require_relative('../hash_array_pda.rb')
                                                                         def favorite_book(books)
  class TestBedTimeStories < Minitest::Test</pre>
                                                                         return books[0][:current]
    def setup
    def bed_time_stories( book )
                                                                         bed_time_stories = []
return bed_time_stories.push( book )
         classic: "Gruffalo's Child" ,
current: "Super Swooper Dinosaur" ,
                                                                         end
          poetry: "Dragon Poems"
    end
    def test_favorite_book
    name = favorite_book(@books)
    assert_equal( "Super Swooper Dinosaur" , name )
    def test_bed_time_stories
    bed_time = bed_time_stories(@books)
    assert_equal( [1] , bed_time_stories(1) )
  end
```

Terminal Print out of successful tests below:



IT 7 Polymorphism in a program

```
🔨 🔃 AirplaneTest.testAirplaneHasHealthValue 🔻 🕨
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   Q 🔲
▼ 🛅 app

▶ 🛅 manifests
                                                                                                                                                         package com.example.kaiju_homework;
                /**
 * Created by allysonwilson on 9/6/17.
 */
                                                                                                                                                public class Godzilla extends Kaiju implements Attack{
   public Godzilla() {
      super("Godzilla", 100, 10);
}
                                              © ७ Godzilla
                                             © ™ Kaiju
© ™ Mothra
                                             1 % Move
                                                                                                                                                                    public String move() { return ("Stomp, Stomp, Stomp")}
public String move() { return ("grumble grumble"); }
                          Com.example.kaiju_homew 19 com.example.kaiju_hom
                                                                                                                                                                    public void attack( Attack target) {
    target.setHealthValue(target.getHealthValue() -= attackValue)
         ► ☐ com.example.kaiju_homew 19

► ☐ res

► ☐ Gradle Scripts
                                                                                                                                                                     public void smash(Attack attackValue) { damage -= attack.getAttackValue(); }
            🗣 TODO 🏻 🦸: Android Monitor 🔳 0: Messages 💆 9: Version Control 🕟 Terminal
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            🔾 Event Log 🔳 Gradle Console
          Gradle build finished in 3s 732ms (moments ago)
```