

Homework 2

Test Case 1 - Passed

Input

Guitar was created using the following java code

```
Color magenta = Color.magenta;  
Guitar guitar1 = new Guitar(15, 25, "Fender", magenta);
```

- number of strings: 15
- guitar length: 25
- guitar manufacturer: Fender
- guitar color: magenta

Expected Output

```
toString():  
Number of Strings: 15  
Guitar Length: 25.0  
Guitar Manufacturer: Fender  
Guitar Color: java.awt.Color[r=255,g=0,b=255]  
  
getNumStrings():  
15  
getGuitarLength():  
25.0  
getGuitarManufacturer():  
Fender  
getGuitarColor():  
java.awt.Color[r=255,g=0,b=255]  
playGuitar(): // random notes and durations
```

Actual Output

```
toString():  
Number of Strings: 15  
Guitar Length: 25.0
```

```
Guitar Manufacturer: Fender
Guitar Color: java.awt.Color[r=255,g=0,b=255]
```

```
getNumStrings():
15
getGuitarLength():
25.0
getGuitarManufacturer():
Fender
getGuitarColor():
java.awt.Color[r=255,g=0,b=255]
playGuitar():
E(0.25), D(4.0), B(0.5), B(2.0), F(4.0), E(0.5), F(4.0), F(1.0), A(0.5),
G(0.25), E(2.0), B(2.0), D(0.25), F(2.0), D(1.0), F(2.0)
```

Screenshot

```
andrewkim: week4 $ java TestGuitar
*****
toString():
Number of Strings: 15
Guitar Length: 25.0
Guitar Manufacturer: Fender
Guitar Color: java.awt.Color[r=255,g=0,b=255]

getNumStrings():
15
getGuitarLength():
25.0
getGuitarManufacturer():
Fender
getGuitarColor():
java.awt.Color[r=255,g=0,b=255]
playGuitar():
E(0.25), D(4.0), B(0.5), B(2.0), F(4.0), E(0.5), F(4.0), F(1.0), A(0.5), G(0.25), E(2.0), B(2.0), D(0.25)
, F(2.0), D(1.0), F(2.0)
*****
```

Test Case 2 - Passed

Input

Guitar was created using the following java code

```
Color blue = Color.blue;
Guitar guitar2 = new Guitar(7, 4, "Gibson", blue);
```

- number of strings: 7
- guitar length: 4
- guitar manufacturer: Gibson
- guitar color: blue

Expected Output

```
toString():
Number of Strings: 7
Guitar Length: 4.0
Guitar Manufacturer: Gibson
Guitar Color: java.awt.Color[r=0,g=0,b=255]

getNumStrings():
7
getGuitarLength():
4.0
getGuitarManufacturer():
Gibson
getGuitarColor():
java.awt.Color[r=0,g=0,b=255]
playGuitar(): // random notes and durations
```

Actual Output

```
toString():
Number of Strings: 7
Guitar Length: 4.0
Guitar Manufacturer: Gibson
Guitar Color: java.awt.Color[r=0,g=0,b=255]

getNumStrings():
7
getGuitarLength():
4.0
getGuitarManufacturer():
Gibson
getGuitarColor():
java.awt.Color[r=0,g=0,b=255]
playGuitar():
F(0.5), B(4.0), D(4.0), F(1.0), F(4.0), B(1.0), D(1.0), F(4.0), G(0.25),
B(0.5), A(0.25), B(0.5), C(4.0), G(0.5), D(1.0), D(2.0)
```

Screenshot

```
*****
toString():
Number of Strings: 7
Guitar Length: 4.0
Guitar Manufacturer: Gibson
Guitar Color: java.awt.Color[r=0,g=0,b=255]

getNumStrings():
7
getGuitarLength():
4.0
getGuitarManufacturer():
Gibson
getGuitarColor():
java.awt.Color[r=0,g=0,b=255]
playGuitar():
F(0.5), B(4.0), D(4.0), F(1.0), F(4.0), B(1.0), D(1.0), F(4.0), G(0.25), B(0.5), A(0.25), B(0.5), C(4.0),
G(0.5), D(1.0), D(2.0)
*****
```

Test Case 3 - Passed

Input

Guitar was created using the following java code

```
Guitar guitar2 = new Guitar();
```

No inputs were used to test default scenarios

Expected Output

```
toString():
Number of Strings: 6
Guitar Length: 28.2
Guitar Manufacturer: Gibson
Guitar Color: java.awt.Color[r=255,g=0,b=0]

getNumStrings():
6
getGuitarLength():
28.2
getGuitarManufacturer():
Gibson
getGuitarColor():
java.awt.Color[r=255,g=0,b=0]
playGuitar(): // random notes and durations
```

Actual Output

```

toString():
Number of Strings: 6
Guitar Length: 28.2
Guitar Manufacturer: Gibson
Guitar Color: java.awt.Color[r=255,g=0,b=0]

getNumStrings():
6
getGuitarLength():
28.2
getGuitarManufacturer():
Gibson
getGuitarColor():
java.awt.Color[r=255,g=0,b=0]
playGuitar():
G(4.0), B(0.25), B(1.0), F(0.5), A(0.25), E(0.25), B(2.0), D(0.5), C(0.5),
F(0.25), C(1.0), F(2.0), D(2.0), B(1.0), B(0.5), E(2.0)

```

Screenshot

```

*****
toString():
Number of Strings: 6
Guitar Length: 28.2
Guitar Manufacturer: Gibson
Guitar Color: java.awt.Color[r=255,g=0,b=0]

getNumStrings():
6
getGuitarLength():
28.2
getGuitarManufacturer():
Gibson
getGuitarColor():
java.awt.Color[r=255,g=0,b=0]
playGuitar():
G(4.0), B(0.25), B(1.0), F(0.5), A(0.25), E(0.25), B(2.0), D(0.5), C(0.5), F(0.25), C(1.0), F(2.0), D(2.0),
B(1.0), B(0.5), E(2.0)
*****

```