

Eksamen i PGR103 V2021 kandidat 8144.

## Oppgave 2

Her finnes det mange måter å teste dette på, her kunne jeg eksempelvis ha brukt TDD metoden, altså skrive Junit tester først eksempel, kunne brukt `assertTrue(printBallsNeedingMoreAir)` her hadde implementasjonen av metoden måttet telle antall baller som trenger luft, siden jeg vet på forhånd at antallet er 8 måtte da testen returnere true dersom tellingen blir lik 8.

## Oppgave 4)

Merk at siden jeg bruker HashMap så vil du se at utstyrene ikke er i samme rekkefølge som i tekstfilen.

## **printBallsNeedingMoreAir**

Begynnelsen av listen

```
Good good evening dear user!

Please enter one of the following options:
[0] To exit the program.
[1] Show all of the equipment int the inventory.
[2] Show all balls needing air.
[3] Show equipment that needs replacement.
[4] Show table tennis rackets that needs replacement.
[5] Add equipment
[6] Remove equipment
-> 2
ALL BALLS WHICH NEEDS AIR

Equipment: Ball
ID: 33
Placement: Locker 7
Replaceable: false
Type of ball: BASKETBALL
FillAir: true

Equipment: Ball
ID: 2
```

Bunnen av lista

```
Equipment: Ball
ID: 21
Placement: Locker 6
Replaceable: false
Type of ball: VOLLEYBALL
FillAir: true

Total number of balls lacking air: 8
```

### printEquipmentNeedingToBeReplaced

```
-> 3
ALL EQUIPMENT WHICH NEEDS REPLACEMENT

Equipment: Ball
ID: 34
Placement: Locker 7
Replaceable: true
Type of ball: BASKETBALL
FillAir: false

Equipment: Ball
ID: 14
Placement: Locker 2
Replaceable: true
Type of ball: HANDBALL
FillAir: true

Equipment: Ball
ID: 15
Placement: Locker 2
Replaceable: true
Type of ball: HANDBALL
FillAir: true

Equipment: TableTennisRacket
ID: 17
Placement: Locker 5
Replaceable: true
changeCoating: false

Total amount of equipments that needs to be replaced: 4
```

**printTableTennisRacketsNeedingNewPad**

```
-> 4
ALL RACKETS WHICH NEEDS NEW PADDING

Equipment: TableTennisRacket
ID: 18
Placement: Locker 5
Replaceable: false
changeCoating: true

Total amount of TableTennisRacket that needs new pad: 1
```

### Ekstra funksjonalitet

Merk at denne ekstra funksjonaliteten skjer i equipmentV2.txt filen.

**addEquipment**

```
-> 5
Enter one of the following options:
[1] Ball
[2] TennisRacket
-> 2
Please enter the properties separated CVS format ',' TableTennisRacket example: 12, Locker 5, true, false
-> 35,Locker 9, true,false

Added: TableTennisRacket

Equipment: TableTennisRacket
ID: 35
Placement: Locker 9
Replaceable: false
changeCoating: false
```

```
Total amount of equipments: 18
```

deleteEquiment

```
Please enter the ID of the element you wish to remove:
```

```
-> 12
```

```
Successively removed the following:
```

```
Equipment: Ball
```

```
ID: 12
```

```
Placement: Locker 1
```

```
Replaceable: false
```

```
Type of ball: FOOTBALL
```

```
FillAir: false
```

```
[6] Remove equipment
```

```
-> 6
```

```
Please enter the ID of the element you wish to remove:
```

```
-> 12
```

```
Equipment not found with ID of 12
```

```
Total amount of equipments: 17
```