**Jemma Johnston**

**Cohort E20**

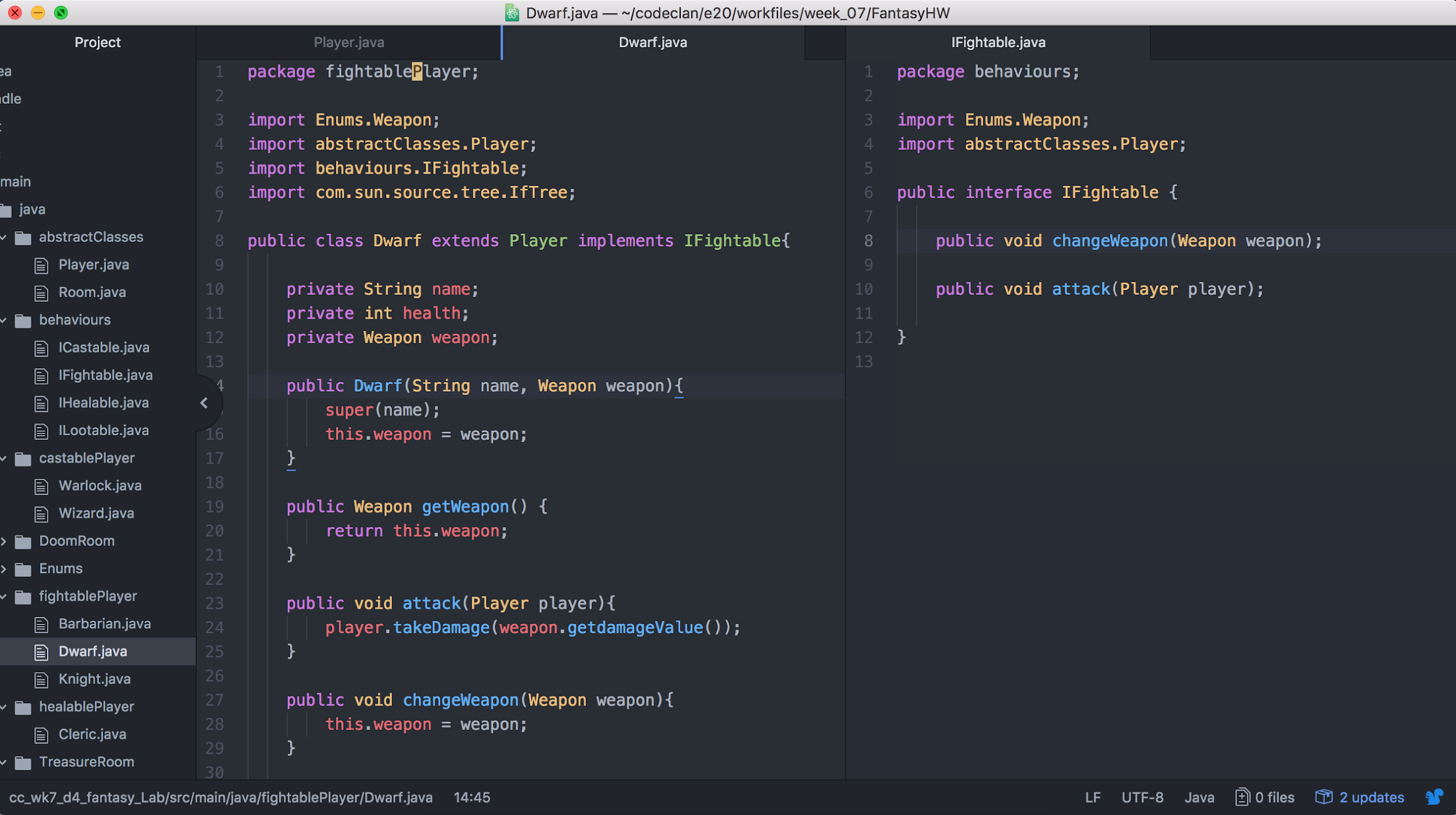
**PDA - Implementation & Testing Unit**

**IT:1** - **Demonstrate encapsulation in a program**

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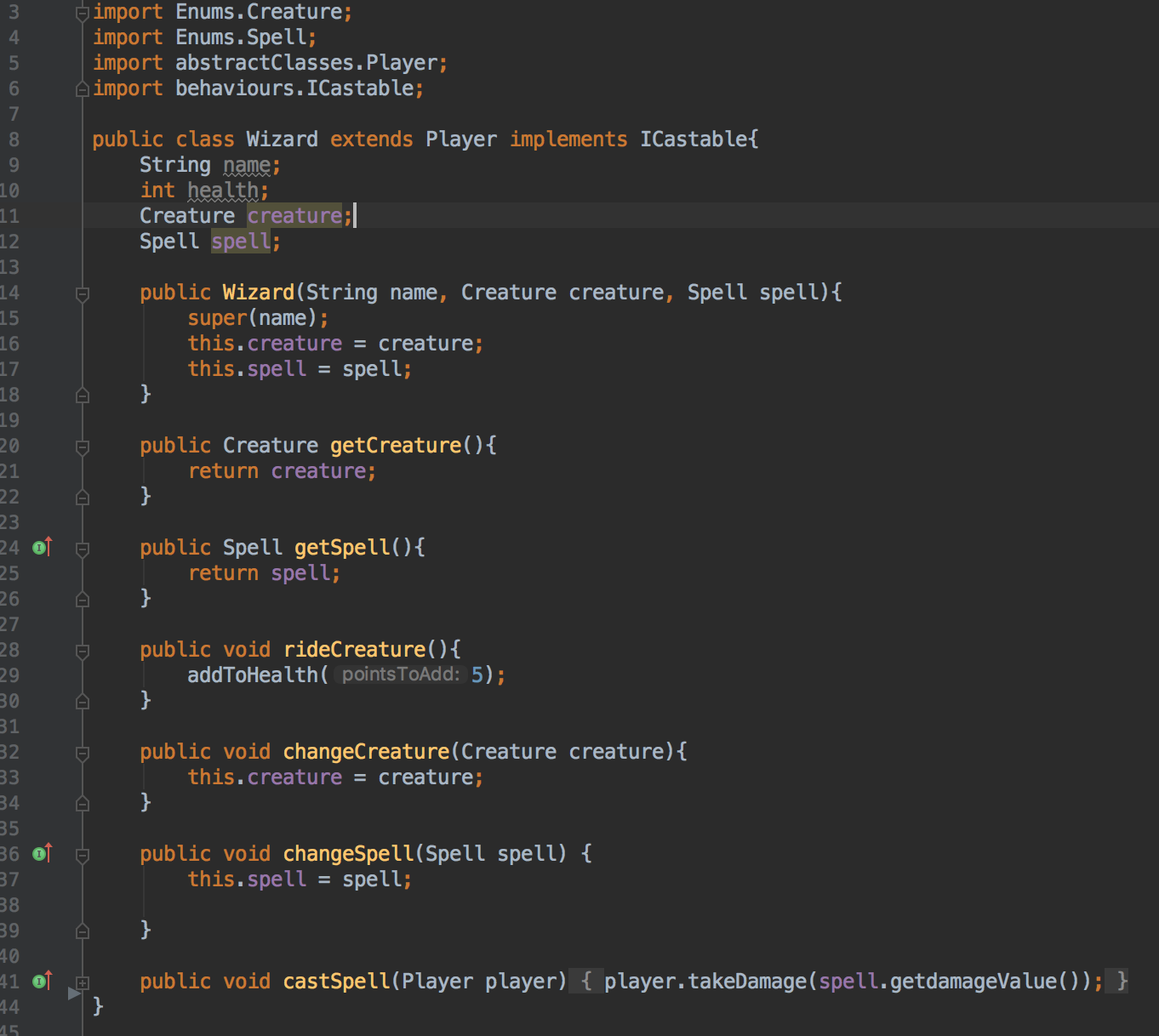
**IT:2** - **Use of inheritance in a program**

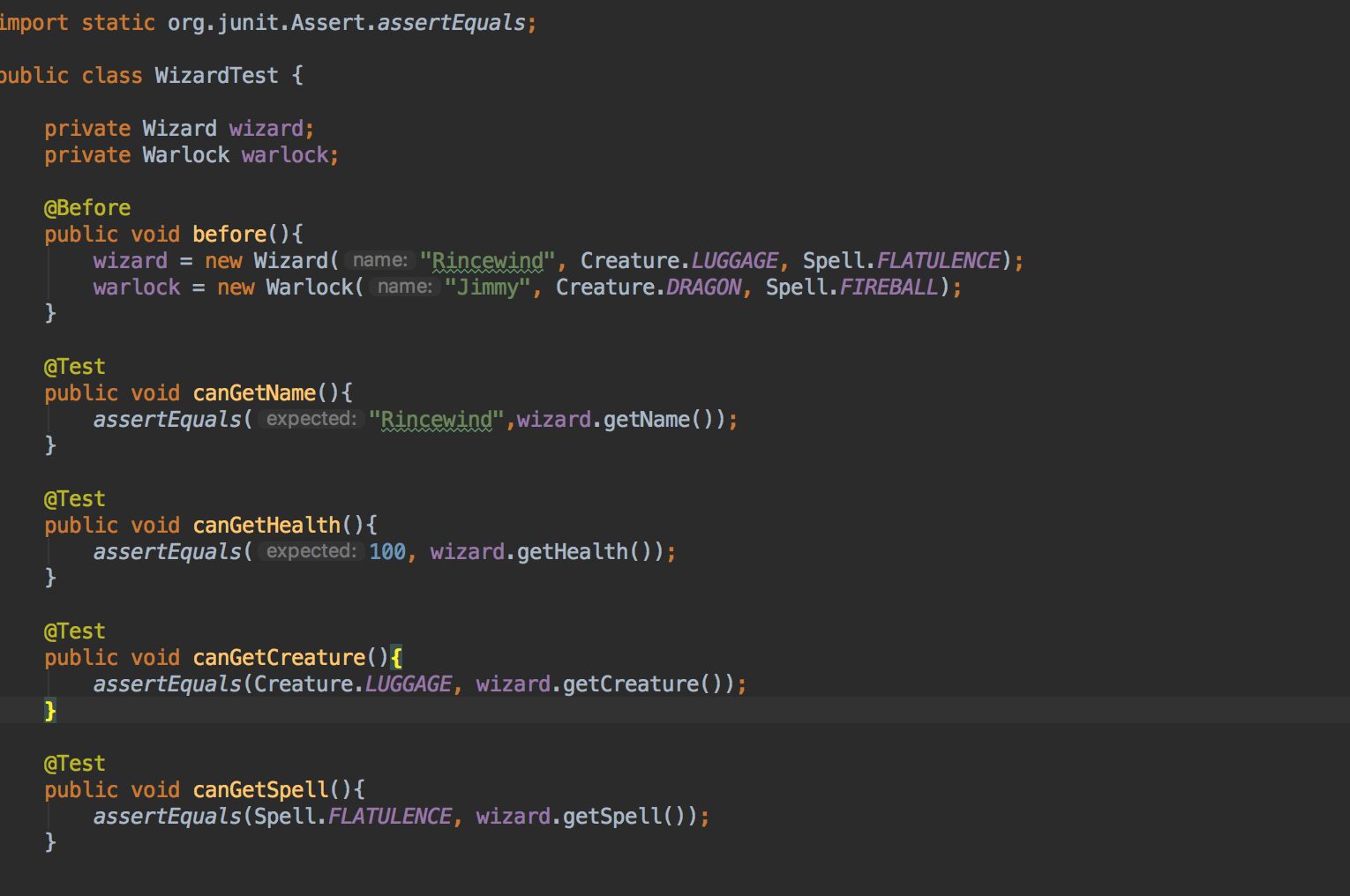
Showing use of getWeapon

****

Wizard child class inherits from Player class. Child calls the Super method to access parent’s methods.

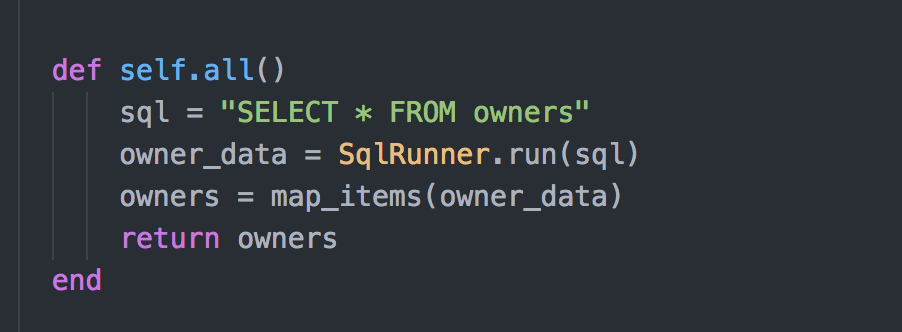
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Object in inherited class. Method that uses info from inherited class.

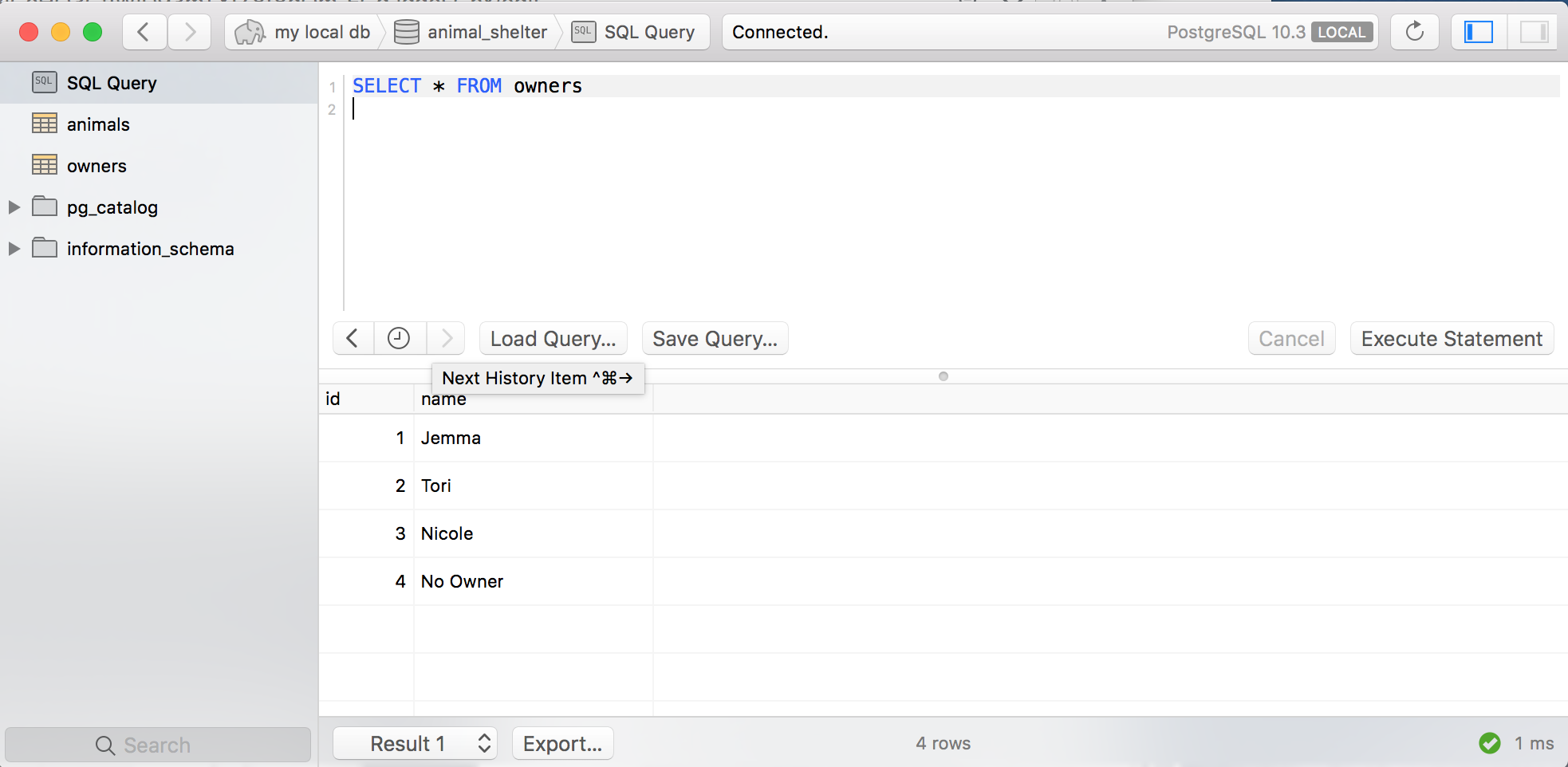
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**IT:3 Demonstrate searching data in a program. Take screenshots of:**

● Function that searches data

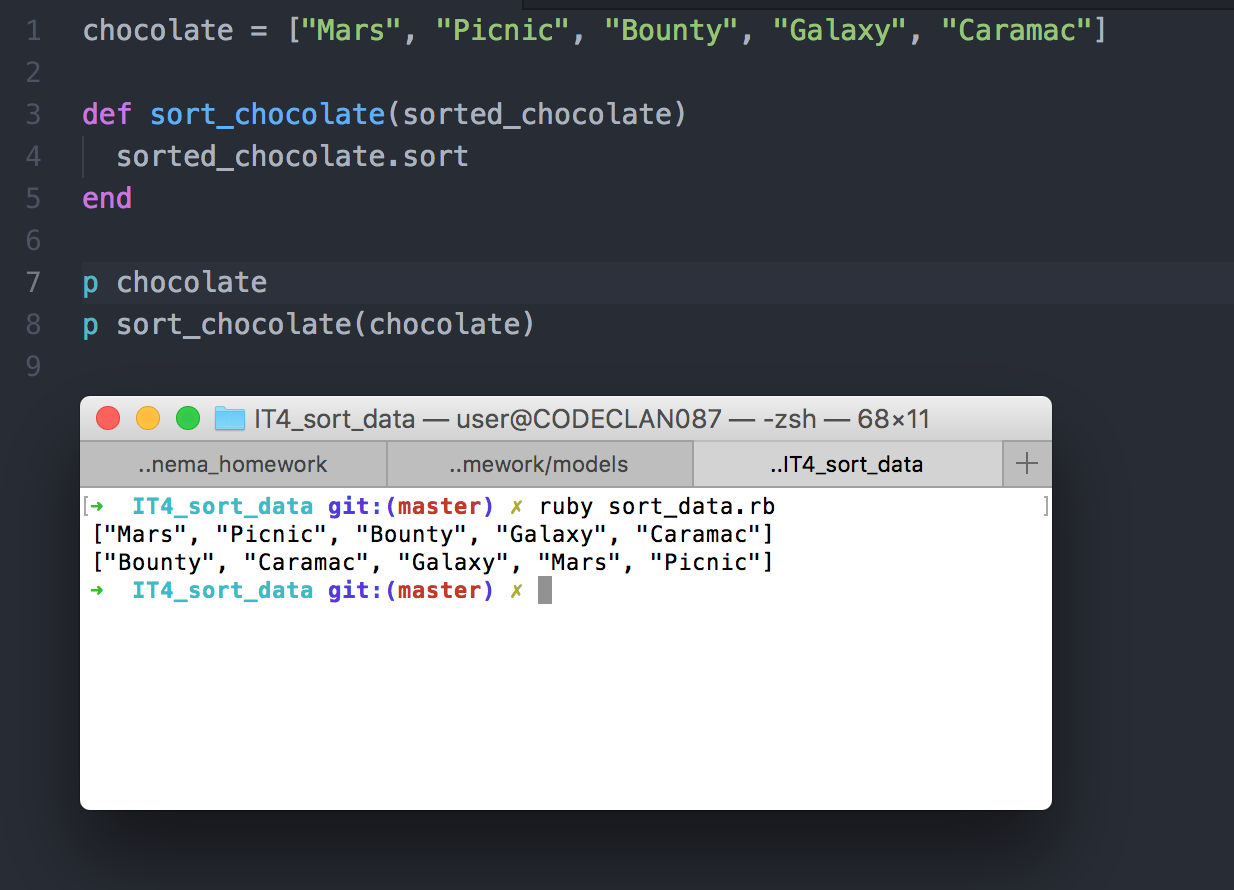


● The result of the function running

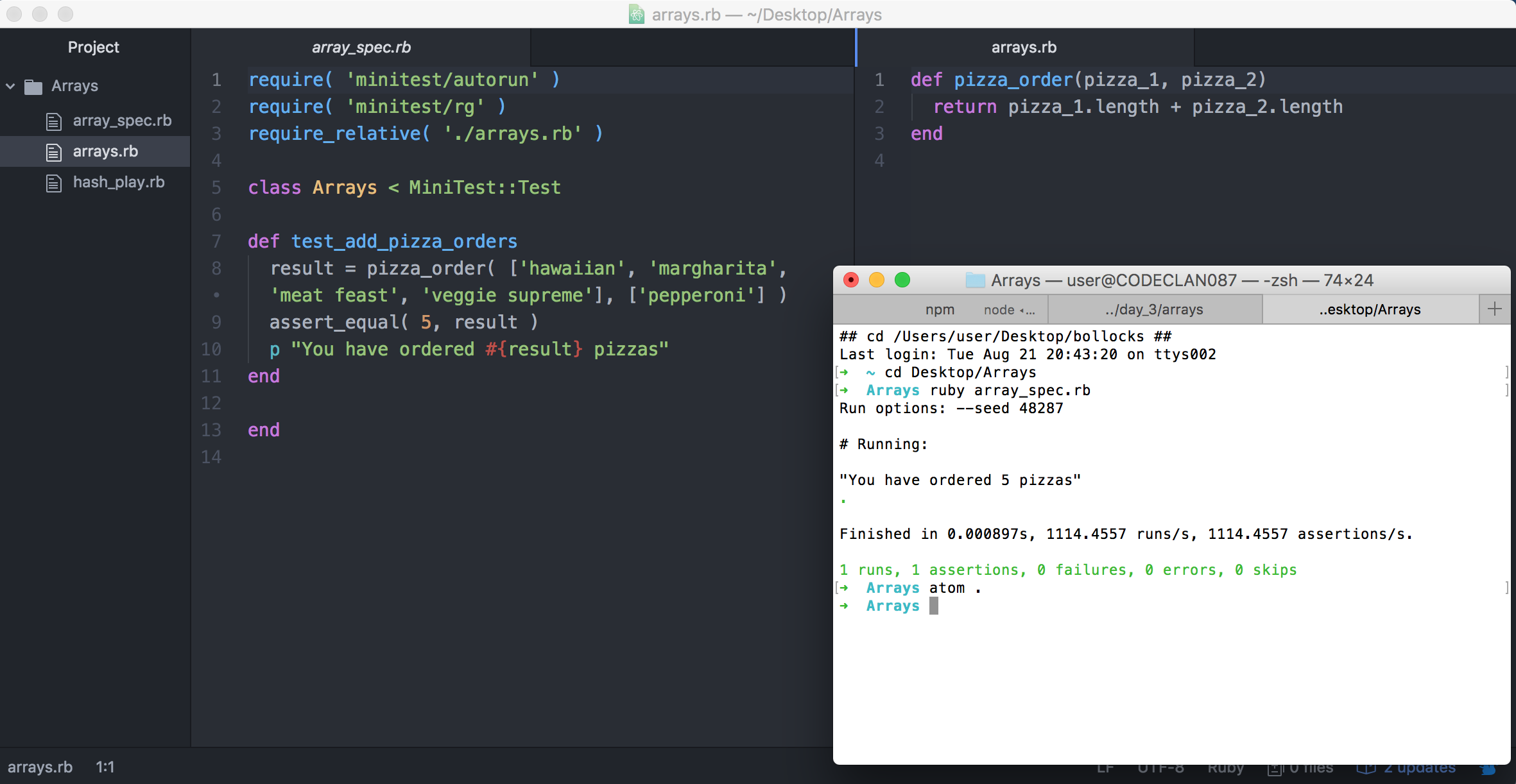


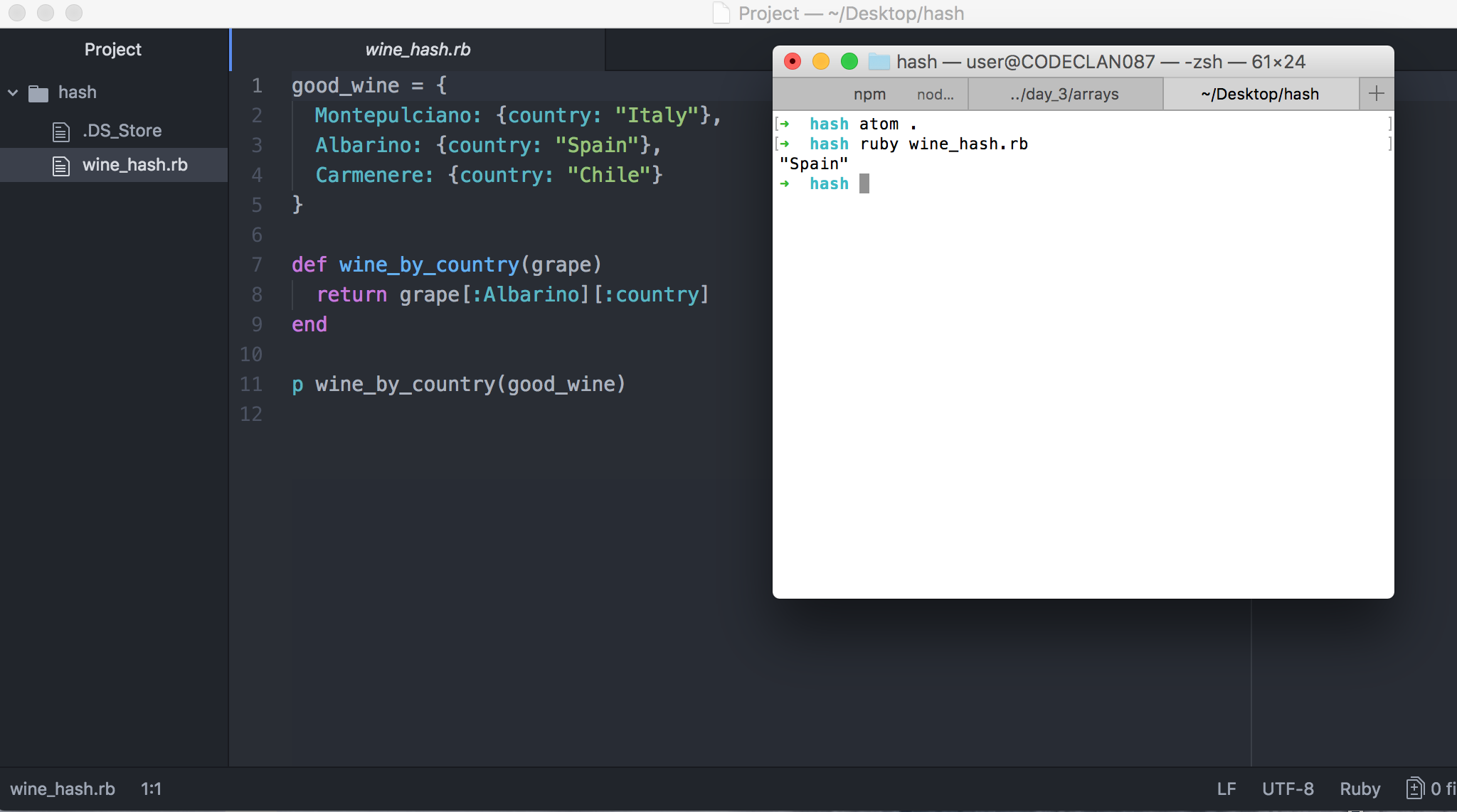
**IT:4 - Demonstrate sorting data in a program.**

● Function that sorts data ● The result of the function running



**IT:5** - Demonstrate the use of an array in a program



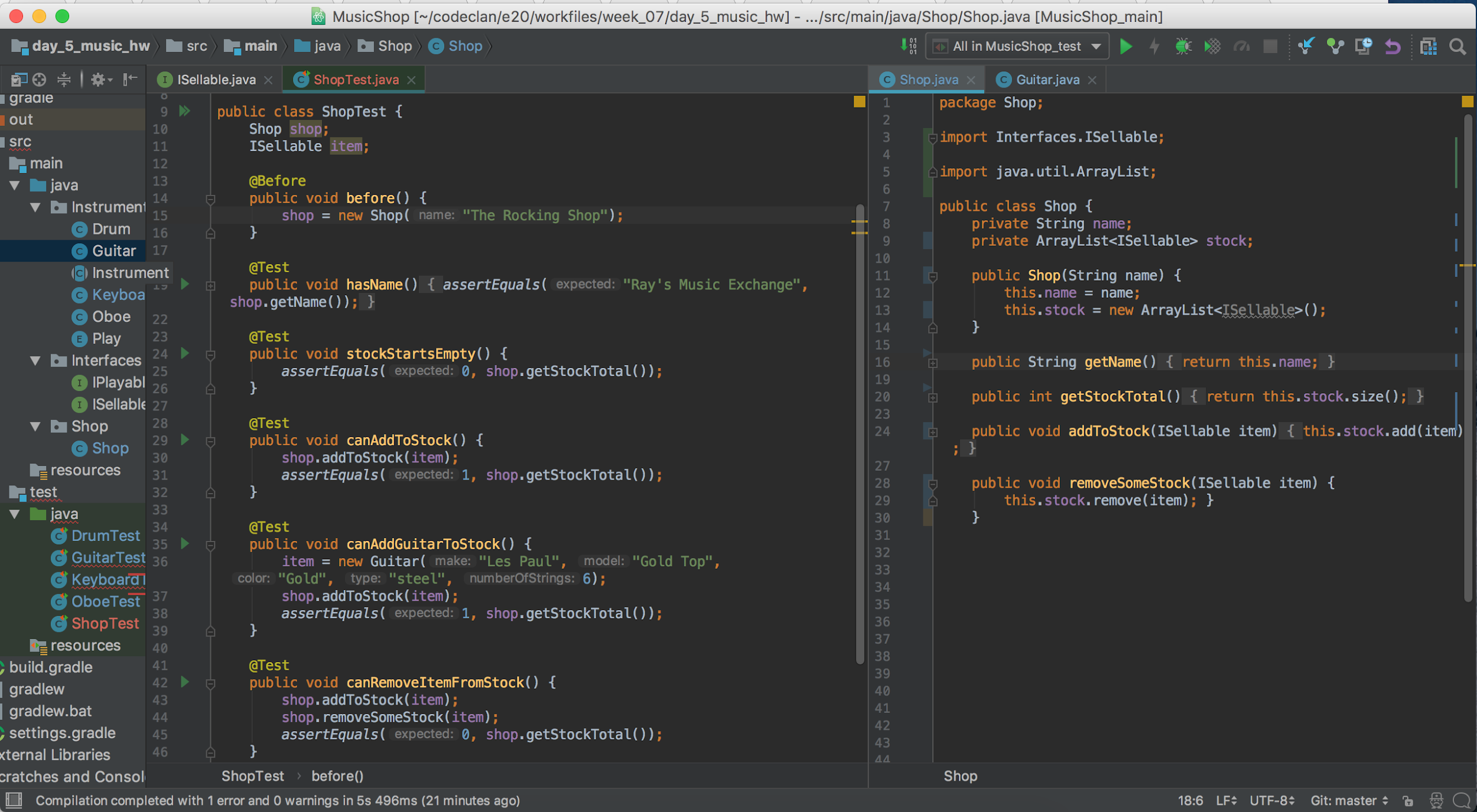
**IT: 6 - Demonstrate the use of a hash in a program**  



**IT:7**  **Demonstrate the use of Polymorphism in a program.**

**Screenshot 1: In the shop class the isell or sellable arraylist (called stock), which should take in different types of instrument that implement sell/sellable, such as a guitar or drum.**

**This screenshot should include this, plus a method that populates the arraylist by adding different types of instrument to the arraylist.**

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**Screenshots 2 & 3: Two different classes/types that implement the isell/sellable interface.**

**Screenshot 4: The isle/sellable interface.**

