



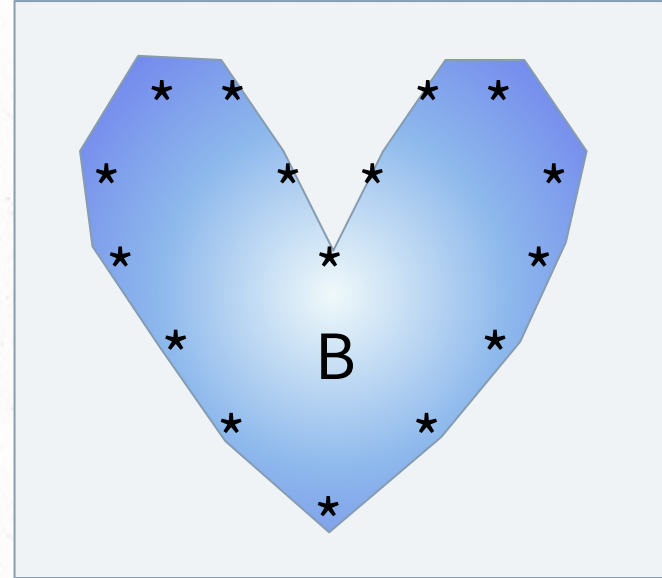
MY COMPANY: BLUE HEART

CHELSEA LIN

COMPANY OVERVIEW

Blue Heart was a company created with the intentions of encouraging and promoting young artists by helping in the sales of their art.

Blue Heart currently sells paintings, sketches, and original photos, but in the future, we may expand to a much wider variety of mediums to help more artists and to reach a greater audience.



Company Logo

COMPANY SYSTEM

- ▶ My company system is in the form of a menu. There is a main menu with the options of inventory actions or sales actions, and then there are sub menus, which each offer 3 different actions for the user.
- ▶ When designing this menu system through code, I chose to split each part of the menu, or each time I prompted the user to make a choice from the menu, into smaller functions, instead of leaving it all in the main method, so it was more organized and easier to read.

CLASSES

- ▶ At Blue Heart, we sell 3 different types of products, so I split them into 3 different classes. But as I was making the system, I came to the realization that these products shared many attributes, so I made a superclass and the 3 products subclasses, which allowed me to reduce repetitive code. This led to a few issues, such as finding out what type of product an object was, later on, which was an inconvenience I solved with the “getClass” function, but this also allowed me to add all the objects into one ArrayList, rather than 3 separate ones, which was much easier to handle.

TESTING AND DEBUGGING

- ▶ When testing my system, I tested each action on the menu, which I split into separate functions, individually. This granted me the ability to clearly pinpoint where in the code something was not quite right, when an error occurred in the running of the code. I knew to jump straight to the function handling the action I was testing, instead of having to scour over the entire program. With this strategy, I was able to quickly fix the bugs in my code and produce the final system.