# Implementation and Testing Unit – Evidence

## I.T. 1 – Encapsulation Example Screenshot \*W9

Take a screenshot of an example of encapsulation in a program.

## I.T. 2 – Inheritance Example Screenshots \*W9

Take a screenshot of the use of Inheritance in a program. Take screenshots of:

●  A Class

●  A Class that inherits from the previous class

●  An Object in the inherited class

●  A Method that uses the information inherited from another class.

## I.T. 3 – Searching Data Example Screenshots \*W3

Demonstrate searching data in a program. Take screenshots of:

●  Function that searches data

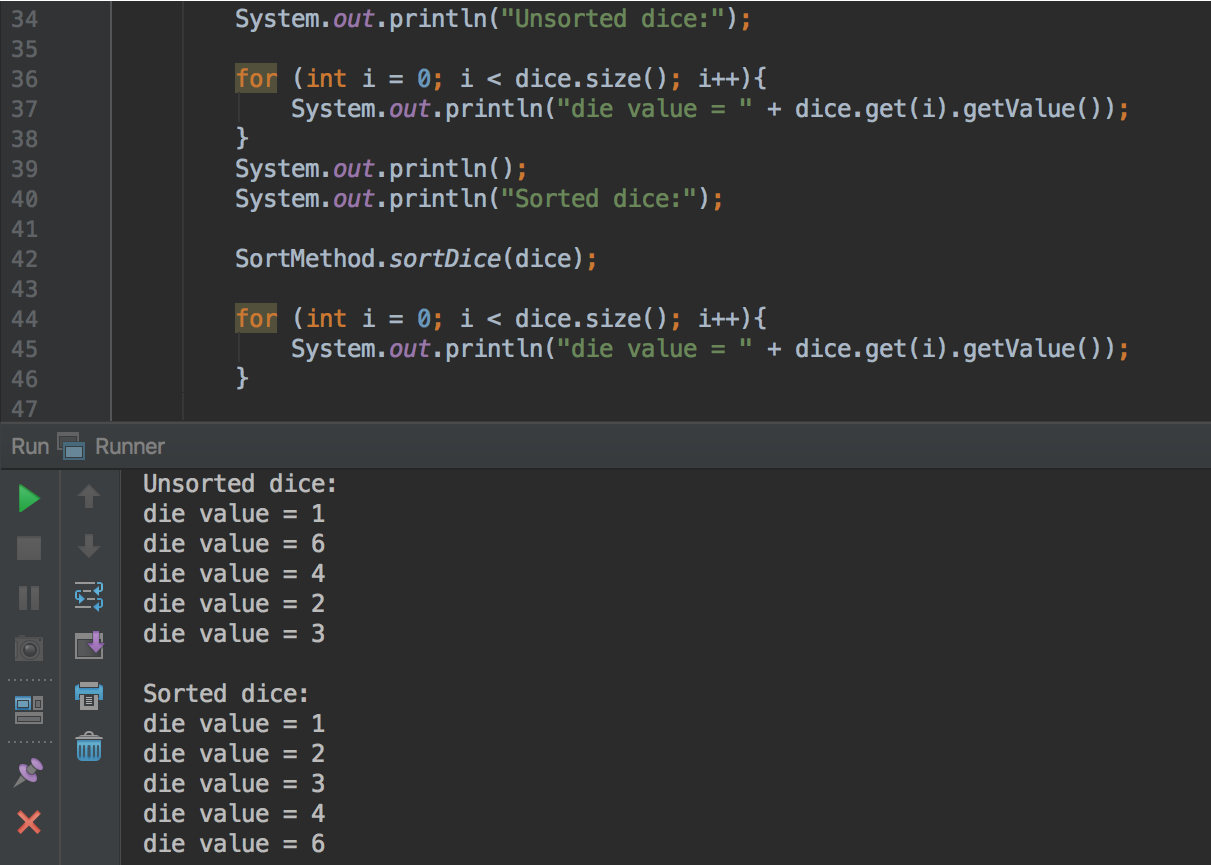
●  The result of the function running

## I.T. 4 – Sorting Data Example Screenshots

sortDice method sorts an ArrayList of Die objects (a Die object has a value parameter) by using a comparator to tell Collections.sort that it needs to sort the collection of dice based on the die value.



Result of calling the sortDice method:



## I.T. 5 – Array Example Screenshots \*W2

Demonstrate the use of an array in a program. Take screenshots of:

●  An array in a program

●  A function that uses the array

●  The result of the function running

## I.T. 6 – Hash Example Screenshots \*W2

Demonstrate the use of a hash in a program. Take screenshots of:

●  A hash in a program

●  A function that uses the hash

●  The result of the function running

## I.T. 7 – Polymorphism Example Screenshots \*W6

Demonstrate the use of Polymorphism in a program.