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Assignment 06 Report

I followed the same structure that I used for the previous assignment, basically I added functions for adding a DVD, for defining the kind of student and for creating a loan.

At the beginning a decided to create two different classes: one for DVD and another for a Book, but while implementing the software I saw that it would be better to create a more general class, an Item class, and define a variable for the category(saying if it is a book or a DVD). At the menu both are different buttons but both call the same function, but one passing "book" as category parameter and the other "dvd" as parameter.

For the student category it was pretty easy, I just added a new variable at the student class and adapted the other classes that have relations with students to follow the new rule.

I tried to implement exceptions for the rules but had some difficulties, but the asserts are there. My tests cases were made using JUnit and are there, actually they were all green when I implemented exceptions but when I tried to test with the GUI I had some problems, so I decided to take it off, leaving only the assertions, but the classes are working as expected.

I have to assume that my project is far from being elegant and I have a LOT of things to refactor related to its classes and the way they work together in order to apply great patterns. I didn't have much time for this, actually.