



CLASS NAME :OBJECT ORIENTED

PROGRAMMING

LASCANO

NRC:14575

TOPIC:Exam Inspection

TEACHER: EDISON

WORKSHOP #:21

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Rubric:

1) class modeling 10 pts.

Q33(main)	2	0p/2.0p
Vehicle	class: 1, attributes: 1, method: 1	2p/3.0p
FileManager	2	1p/2.0p
dependencies	3	1p/3.0p

2) Running program 10 pts.

Run the program e input data, and see if the program has a menu

data input	5	5p/5.0p
menu option	5	5p/5.0p

3) Printing/counting/deleting objects from JSON File 10 pts.

print, count, delete	10p/10.0p
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4) Saving JSON data 10pts.

screenshot of Json File: data are added	10p/10.0p
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5) Code Quality 10 pts.

Code modularity

User Interaction

-0.2p

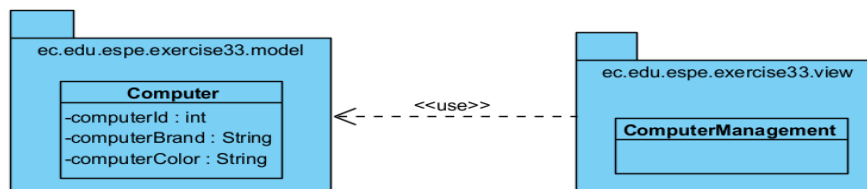
The logic for displaying messages to the user and getting the menu selection could be grouped into separate functions to improve the readability of the main loop.

Total	9.8p/10.0p
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TOTAL:43.8p/50 pts.

Evidence

1) class modeling 8:02



2) Running program

```
run:
Welcome to Computer Manager:
1. Enter Computer Data
2. Count Entered Objects
3. Exit
Enter your choice: 1
Enter the computer ID: 1
Enter the computer brand: hp
Enter the computer color: black
Data saved successfully.
Welcome to Computer Manager:
1. Enter Computer Data
2. Count Entered Objects
3. Exit
Enter your choice: 2
Total number of computers: 6
Welcome to Computer Manager:
1. Enter Computer Data
2. Count Entered Objects
3. Exit
Enter your choice:
```

3) Printing/counting/deleting objects from JSON File

```

run:
Welcome to Computer Manager:
1. Enter Computer Data
2. Count Entered Objects
3. Exit
Enter your choice: 1
Enter the computer ID: 1
Enter the computer brand: hp
Enter the computer color: black
Data saved successfully.
Welcome to Computer Manager:
1. Enter Computer Data
2. Count Entered Objects
3. Exit
Enter your choice: 2
Total number of computers: 6

```

4) Saving JSON data

```

ChickenCoop.java  computers.json
1  "puterId":5,"computerBrand":"Lenovo","computerColor":"Black"},{"computerId":1,"computerBrand":"hp","computerColor":"black"}]

```

5) Code Quality

```

public static void main(String[] args) {
    ArrayList<Computer> computers = loadFromJson();

    int choice;
    do {
        System.out.println("Welcome to Computer Manager:");
        System.out.println("1. Enter Computer Data");
        System.out.println("2. Count Entered Objects");
        System.out.println("3. Exit");
        System.out.print("Enter your choice: ");
        choice = scanner.nextInt();
    }
}

```