VIRTUAL SCHOOL VICTORIA

Software Development Unit 3 - Week 10 Activities

How to submit

- Submit you PHP code as .php files
- Put **all** your other work into **one** Word or PDF document

Make sure the text on screenshots is big enough to be read. Crop your screenshots, or use the Snipping tool or something similar so only the necessary parts of the screen are in the image. Include the address bar so we can see that you are using localhost and are giving your files descriptive names.

Part 1 – Object Orientated Programming activities

Task 1a: Create pseudocode for an object

In a text editor, design **pseudocode** for a class called *Truck*.

Think about features that a truck might have, e.g. make, size, number of axles, number of wheels, fuel capacity, fuel type, GVM, colour, licence plate, etc.

Your *Truck* class should have at least *four properties* and *three methods* it can perform (recall that a function inside a class is called a method).

Submit your response to Task 1a in a Word or PDF document.

Task 1b: Data dictionary

Create a data dictionary for the *properties* of the *Truck* class.

Submit your response to Task 1b in the same Word or PDF document as Task 1a.

Task 1c: Program an object using object-orientated programming

Based on your pseudocode from **Task 1a:**

- Program the class *Truck* using PHP. This should include programming the *properties* and *methods* for the object in the class.

- Create an instance of the class *Truck*.

- Next, assign values to the *properties* of your truck object.
    - Assign two using the *methods* of the class, and
    - Assign two directly to the *properties*.

- Finally, call *methods* to display all the truck object's properties.

Things to remember

- Comment your code. Create header blocks for classes and methods, and include inline comments
- Use indenting and white space (spaces, new lines) to make your code readable. There are marks for correct indenting on the exam.
- Follow a naming convention, e.g. camelCase or snake_case for properties and methods (variables and functions) and PascalCase for class names.
- Use meaningful names, do not use names such as x, y, bob, foobar, myvar, myfunction, etc. The exception to this is that $i and $j are traditionally used for increment counters in loops.
- Refer to the VSV Software Development Coding Guidelines document, located in the SAT Resources folder, for more information.

Submit your:

- **HTML/PHP files for Task 1b, and**
- **a screenshot of the Truck's properties displayed on the screen.**