**Name**: Fearghal O’Boyle

**Date:** 18/11/20

**Class Name and Description**:

Pro User, a sub class of the class user. This class stores the variables and methods which are specific to a professional Instagram user. To build the pro user object, the pro constructor will be invoked. These objects will also use accessor, mutators and various other methods which will be outlined below.

|  |  |
| --- | --- |
| **Program Design** | **Data Requirements** |
| * Declare instance variables specific to a pro user object. * Decimal Format with pattern “00”. * String userTips array with a dimension of 3 and char grades array with a dimension of 3. * Constructors to build pro user objects. * Accessors and Mutators for each instance variable. * Void welcome method. * String getText method, utilised in the rank methods for when a user is prompted to enter their good practice. * Void method to rankAccountsReached. * Void method to rankInteractions. * Void method to rankFollowers. * Void method printUserEnteredTips. * String method showTip. * Public String toString method. | * Private int accountsReached, interactions, gainedFollowers; String accountsReachedTip, interactionsTip, gainedFollowersTip; * Decimal Format used to round number of average likes to a whole number. * String array to hold the good practice tips entered by users when they achieve a high rank. Char array to hold the grades they have been assigned. * Make use of the super class constructor passing it the variables username, password, userAt, totalFollowers as parameters. Then assigns the passed in formal parameters to instance variables of accountsReached, Interactions and gainedFollowers. * Alternative constructor also included if user does not enter parameters for accountsReached, interactions and gainedFollowers. * Used within the methods of the Pro class and in the UserInterface program. * Prints to the screen a welcome message specific to pro accounts, this is displayed in the pro account menu. * String Prompt passed in as a parameter which is then printed. User enters their text at the keyboard which is then returned. * User enters the number of accounts they reached this week as an integer. Method then assigns a grade to the user based upon this number in relation to their total number of followers. Rank characters are stored in the char array. If the rank is high, the user is prompted to enter what gained them such a high rank and this is then stored in the String array. * User enters the number of interactions they had this week with their followers as an integer. The method then assigns a grade based upon this number. The rank character is then stored in the char array. If the rank is high, the user is prompted to enter what gained them such a high rank regarding interactions. This is then stored in the String array. * User enters the number of followers they gained this week as an integer. The method then assigns a grade based upon this number. The rank character is then stored in the char array. If the rank is high, the user is prompted to enter what gained them such a high rank regarding gained followers. This is then stored in the String array. * Method prints the tips that have been entered by the user and stored in the String array userTips. If the user has not entered tips for a certain category, they are informed that they have not achieved a high enough rank to enter a tip. * Method contains a String array called tips. Each index position is assigned a String tip and the method uses a Math.random command to return a random number corresponding to an index position in the String array. * String method which returns the super class toString, and the grades for Accounts Reached, Interactions and Followers from the char array grades. |