

## CPSC 3200 Object-Oriented Development

Programming Assignment #5: Due Monday, November 9, 2020 before **MIDNIGHT**

***P5 exercises your understanding of multiple inheritance and interfaces***

*For an acceptable P5 submission:*

1. Reuse two inheritance hierarchies to define ‘cross-product’ functionality
2. Use the C# interface construct
3. Fulfill requirements as specified in steps 1-9 from P1

### **Part I: Class Design**

Reuse the *dataFilters* from P3 -- *dataFilter*, *dataMod* and *dataCut*

Define a second class hierarchy of *beacons*, where each *beacon* object:

- 1) May be on or off
- 2) May be charged or not
- 3) Emits a signal, if on and charged, which reduces its charge
- 4) Accepts an integer sequence to vary its signal

*strobeBeacon* is-a *beacon* that alternates its signal response, oscillating between negative and positive (or high and low). *strobeBeacons* cannot be recharged.

*quirkyBeacon* is-a *beacon* that emits signals from which a discernible pattern is not evident.

*quirkyBeacons* can be turned off and on only a limited number of times (variable across type but stable for an individual object).

Define and implement the classes need to mimic ‘multiply inherited’ *dataFilterBeacon* ‘types’ and thus reflect the ‘cross-product’ of both inheritance hierarchies. Composite type functionality must be represented, e.g. *dataFilterBeacon*, *dataModBeacon*, *dataCutBeacon*, *dataFilterStrobeBeacon*, *dataFilterQuirkyBeacon*, ..., etc.

***Many details are missing. You MUST make and DOCUMENT your design decisions!!  
Do NOT tie your type definition to the Console.***

Use Unit Testing to verify functionality of each new class (no need to retest the classes from P3).

### **Part II: Driver (P5.cs) -- External Perspective of Client – tests inheritance hierarchy design**

The P5 driver must test the use of the ‘multiply-inherited’ types together.

Thus, it will differ from the unit tests which test each type separately.

Additionally:

- 1) Use at least one heterogeneous collection for testing functionality
- 2) Instantiate a variety of objects
- 3) Trigger a variety of mode changes