Majd Haddad

Assignment 6

11/30/22

Professor Grinberg

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\* Class: CMSC203

\* Instructor: Professor Grinberg

\* Description: Creating a order of beverages program.

\* Due: 12/05/22

\* Platform/compiler: Eclipse

\* I pledge that I have completed the programming

\* assignment independently. I have not copied the code

\* from a student or any source. I have not given my code

\* to any student.

Print your Name here: Majd Haddad

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UML Diagram:

A picture containing graphical user interface

Description automatically generated

] Diagram

Description automatically generated

Diagram

Description automatically generated

A picture containing diagram

Description automatically generated

AlcoholTestStudent JUNIT Screenshot:

Graphical user interface, application, Teams

Description automatically generated

BevShopDriverApp Screenshots (required and sample):

Sample:

Text

Description automatically generated

Required:

Text

Description automatically generated

BevShopTestStudent Junit Screenshot:

A screenshot of a computer

Description automatically generated with medium confidence

CoffeeTestStudent Junit Screenshot:

A screenshot of a computer

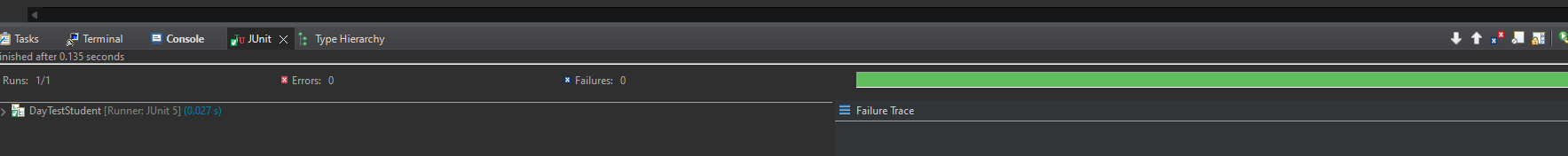
Description automatically generated with medium confidence

CustomerTestStudent Junit screenshot:

Graphical user interface, application

Description automatically generated

DayTestStudent Junit Screenshot:

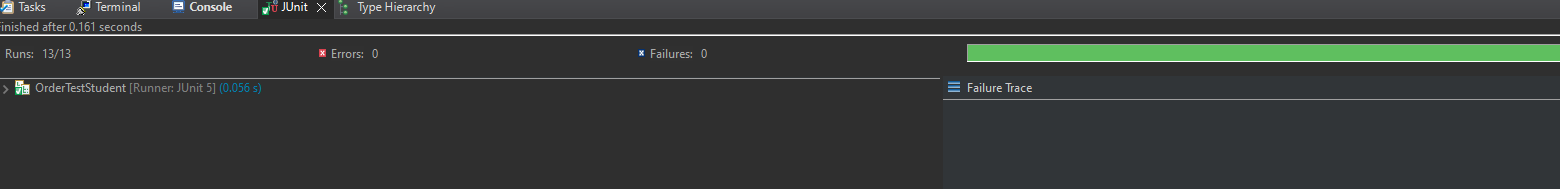


OrderTestStudent Junit Screenshot:

Graphical user interface, application, Teams

Description automatically generated

SizeTestStudent Junit Screenshot:



SmoothieTestStudent Junit Screenshot:

Graphical user interface, application, Teams

Description automatically generated

TypeTestStudent Junit Screenshot:

Graphical user interface, application

Description automatically generated

Github Screenshot:

Lessons learned:

I learned a lot after this project. I learned more about the Object class and how everything extends it. I also learned more about advanced classes and how each class can relate to another in a different way using inheritance, aggregation, or interface. I learned that you can cast Objects to a Class Object which now makes sense to me. I struggled with Junit as there were a lot of tests to cover for bevShop which was sort of frustrating. I also struggled with how to connect the classes together until I actually played around with the code. In the future, I would probably be more prepared before starting the project even though I was very familiar with every class and sort of knew what I was doing.