Lab 2

# Exercise. 1

Indicate the following properties in the table:

* Public vs Private
* Constants (attributes)
* Static
* Accessors vs Mutators (methods)
* Stereotypes

|  |  |
| --- | --- |
| << constructor >>  Message | Attributes are generally private as they are not directly edited by the user, there are public methods used to edit the attributes, ensuring the data is correct and valid  sizeLimit and errorHighlightColor are static as they are shared between each object instance. The other attributes are not static as they change in each object instance  sizeLimit is read only as it never changes and there is no method to change it  The methods that are public are public because they are actionable by the user.  The methods that are private are private because they are only actioned by the program itself  createTemporaryFile() and autoConnectionCheck() are static as they do not require a message object |
| - text:  - to:  - from:  - subject:  - sizeLimit: {read only}  - errorHighlightColor: |
| + editMessage()  + sendMessage()  + openMessage()  + replyMessage()  - createTemporaryFile()  - autoSpellCheck()  - autoConnectionCheck()  + setErrorHlColor() |

|  |  |
| --- | --- |
| Accessors  Does not change object state | Mutators  Changes object state |
| openMessage() | editMessage() |
| sendMessage() | replyMessage() |
| autoConnectionCheck() | createTemporaryFile() |
| autoSpellCheck() (highlights errors) | setErrorHlColor() |

# Exercise. 2

|  |
| --- |
| Message1 : Message |
| text = “Hello world!”  to = “Daniel”  from = “Andrew”  subject = “Hey!”  sizeLimit = 50  errorHighlightColor = “green” |

# Exercise. 3