Unit 1: Assignment 2

Justin Horned

5. In order to determine whether or not an answer was correct or not I used the Random() method and incorporated it into a variable. To test this, I used the System.out.println() function a to check and see if it was truly working. I would use the random call, store it in a flipCoin variable, and print the result. I would repeat this several times in the code to ensure that is pulling a different value.

6. I was unable to successfully add and arraylist that kept track of the contestants positions. I had incorporated a for loop in the driver that would loop through and add() the position to the arraylist located within the Contestant class. I believe there was some error with the looping and adding, but I didn’t have enough time troubleshoot it. From there I would have added each position value and then divide it by the number of rounds to find the average position. If it worked correctly, then the average position should have been somewhere in the middle in regards to the number of contestants.

8. I probably would have used a for loop to set() one arraylist to a new arraylist. With using the set() function we could have copied over the newly updated locations of each contestant to the new array and then copy the new array back over to the old one in order to keep the contest going.

9.

* In this assignment I was able to recollect the functionality of arrayList’s class objects, inheritance, and polymorphism. I hadn’t practiced Java in over a year so there was a bit of a curve in order to catch up to this assignment’s expectations.
* I liked how challenging the project was. It was fairly straight forward but was able to make me relearn a lot of forgotten Java syntax.
* The inheritance aspect of it was challenging. That and the passing of values between parent and child classes along with the driver. I would have liked to have read up more regarding arrayList’s and their inheritance before attempting this program.
* I would have liked to add more variables to the parent objects (Parent and Contestants). That way to make them have more character and information.