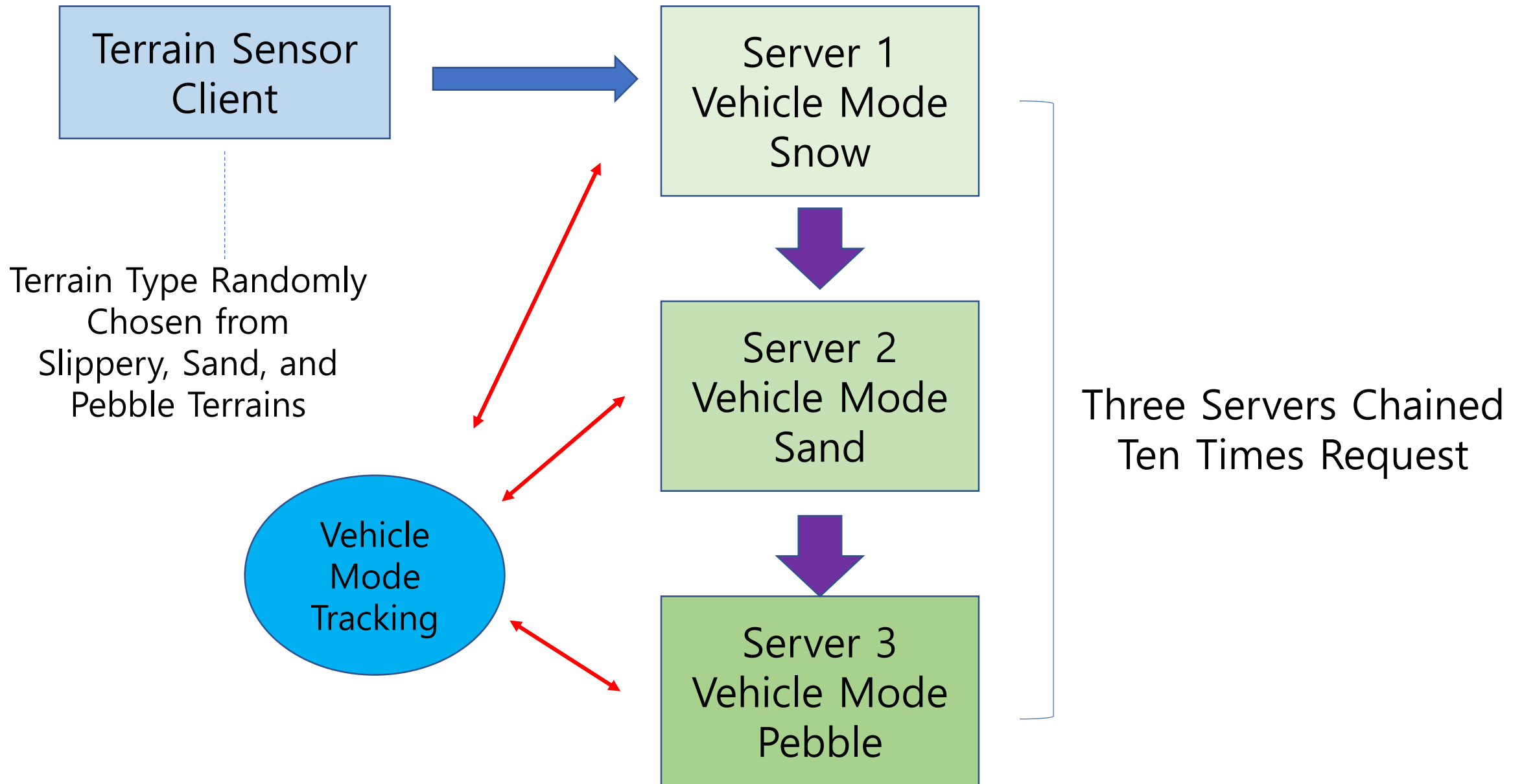


Program Test Draft 2 Based on Chain of Responsibility OODP 2022

Program complexity may be increased in the next draft.
Prepare the test in advance.
Test will be on any day without notice.



Terrain Sensor : Sand or Soft Road

.....Driving Mode Changed to Sand/Soft Mode

Sand/Soft Terrain : Low Speed & Inflated Tire Driving

=====

Terrain Sensor : Sand or Soft Road

No Mode Change --- Keep Sand/Soft Terrain Mode Driving

=====

Terrain Sensor : Sand or Soft Road

No Mode Change --- Keep Sand/Soft Terrain Mode Driving

=====

Terrain Sensor : Sand or Soft Road

No Mode Change --- Keep Sand/Soft Terrain Mode Driving

=====

Terrain Sensor : Sand or Soft Road

No Mode Change --- Keep Sand/Soft Terrain Mode Driving

=====

Terrain Sensor : Pebble or Uneven Road

.....Driving Mode Changed to Pebble or Uneven Mode

Pebble Terrain : High Powered and Raised Vehicle Driving

=====

Terrain Sensor : Slippery Road

.....Driving Mode Changed to Friction Mode

Snow or Icy Terrain : Friction Mode with Spike Wheel Driving

=====

Terrain Sensor : Pebble or Uneven Road

.....Driving Mode Changed to Pebble or Uneven Mode

Pebble Terrain : High Powered and Raised Vehicle Driving

=====

Terrain Sensor : Pebble or Uneven Road

No Mode Change --- Keep pebble/Uneven Road mode: High Powered and Raised Vehicle Driving

=====

Terrain Sensor : Sand or Soft Road

.....Driving Mode Changed to Sand/Soft Mode

Sand/Soft Terrain : Low Speed & Inflated Tire Driving

=====

```
Terrain Sensor : Slippery Road
.....Driving Mode Changed to Friction Mode
Snow or Icy Terrain : Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Slippery Road
No Mode Change --- Keep Friction Mode with Spike Wheel Driving
=====
Terrain Sensor : Sand or Soft Road
.....Driving Mode Changed to Sand/Soft Mode
Sand/Soft Terrain : Low Speed & Inflated Tire Driving
=====
Terrain Sensor : Sand or Soft Road
No Mode Change --- Keep Sand/Soft Terrain Mode Driving
=====
Terrain Sensor : Sand or Soft Road
No Mode Change --- Keep Sand/Soft Terrain Mode Driving
=====
Terrain Sensor : Sand or Soft Road
No Mode Change --- Keep Sand/Soft Terrain Mode Driving
=====
Terrain Sensor : Pebble or Uneven Road
.....Driving Mode Changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Pebble or Uneven Road
No Mode Change --- Keep pebble/Uneven Road mode: High Powered and Raised Vehicle Driving
=====
Terrain Sensor : Sand or Soft Road
.....Driving Mode Changed to Sand/Soft Mode
Sand/Soft Terrain : Low Speed & Inflated Tire Driving
=====
Terrain Sensor : Pebble or Uneven Road
.....Driving Mode Changed to Pebble or Uneven Mode
Pebble Terrain : High Powered and Raised Vehicle Driving
=====
```

```
Terrain Sensor : Pebble or Uneven Road
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Terrain Sensor : Sand or Soft Road
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Sand/Soft Terrain : Low Speed & Inflated Tire Driving
=====
Terrain Sensor : Sand or Soft Road
No Mode Change --- Keep Sand/Soft Terrain Mode Driving
=====
```

Use of Random Number

<https://www.educative.io/edpresso/how-to-generate-random-numbers-in-java>

```
import java.util.Random;
class GenerateRandom {
    public static void main( String args[] ) {
        Random rand = new Random(); //instance of random class
        int upperbound = 25;
        //generate random values from 0-24
        int int_random = rand.nextInt(upperbound);
        double double_random=rand.nextDouble();
        float float_random=rand.nextFloat();

        System.out.println("Random integer value from 0 to" + (upperbound-1) + " : "+ int_random);
        System.out.println("Random float value between 0.0 and 1.0 : "+float_random);
        System.out.println("Random double value between 0.0 and 1.0 : "+double_random);
    }
}
```