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CS 162

I chose a plant class with a WiltingError exception. Two subclasses for the plant class are: Tomato and Turnip.  
  
For two exception subclasses, OverwateringError and SeasonalError, like trying to plant out of season.

For designing a program, it could be a program that interacts with a backyard garden ‘game’.

Design:

A diagram of a diagram

Description automatically generated

Design:

-Have a basic introduction. Ask user if they’d like to show tips. If yes, display tip sheet:

Plant growing tips: (This could be as simple as using \_\_str\_\_)

Tomato:

Requires 40 units of water.

Requires full sun.

Grows in Spring and Summer.

Turnip:

Requires 20 units of water.

Requires partial sun.

Grows in Spring and Fall.

-If no is selected, continue forward with the ‘game’.

-Show that it’s spring and they can select one of two vegetables: Turnip or Tomato.

-If Tomato is selected, raise WiltedError(SeasonalError)

-If Turnip is selected the game moves forward.

-So long as turnip is selected for spring, the user will be asked to input the required units of water necessary.

-If less than required (20):

-Player will be told that it’s not enough water and to add more.

-If = to required(20):

-Player wins.

-If more than required(20):

-RaiseOverwateringError.