Credit Name: Chapter 8

Assignment Name: Vehicle Mastery

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Reflection log

Firstly I implemented the variables and constructor that was mentioned within the provided assignment.

```
abstract class Vehicle {
    private double fuelEconomyCity;
    private double fuelEconomyHwy;
    private int seatingCapacity;
    private double cargoVolume;

public Vehicle(double fuelC, double fuelH, int seatC, double cargoV) {
        fuelEconomyCity = fuelC;
        fuelEconomyHwy = fuelH;
        seatingCapacity = seatC;
        cargoVolume = cargoV;
    }
```

I then created the modifier and accessor methods for the given variables

```
public double getfuelEconomyCity() {
    return fuelEconomyCity;
}
public void setfuelEconomyCity(double fuelC)
{
    fuelEconomyCity = fuelC;
}

public double getfuelEconomyHwy() {
    return fuelEconomyHwy;
}
public void setfuelEconomyHwy(double fuelH)
{
    fuelEconomyHwy = fuelH;
}

public int getseatingCapacity() {
    return seatingCapacity;
}
public void setseatingCapacity(int seatC)
{
    seatingCapacity = seatC;
}

public double getcargoVolume() {
    return cargoVolume;
}

public void setcargoVolume(double cargoV)
{
    cargoVolume = cargoV;
}
```

And finally in the vehicle class I implemented vehicle type and the vehicle toString method for testing later.

The for each vehicle class I mirrored and returned the needed information like you see below Implement trunkSize as a variable

```
class Car extends Vehicle {
    private double trunkSize;

public Car(double fuelC, double fuelH, int seatC, double cargoV, or super(fuelC, fuelH, seatC, cargoV);
    trunkSize = trunkS;
}

public double getTrunkSize() {
    return trunkSize;
}

public void setTrunkSize(double trunkS) {
    trunkSize = trunkS;
}

@Override
public String vehicleType() {
    return "Car";
}
public String toString()
{
    return(super.toString() + "\nTrunk Size: " + trunkSize);
}
```

Implement slidingDoors as a variable

```
package Masteries.Vehicle;

class Minivan extends Vehicle {
    private boolean slidingDoors;

    public Minivan(double fuelC, double fuelH, int seatC, double cargoV, boolean sD) {
        super(fuelC, fuelH, seatC, cargoV);
        slidingDoors = sD;
    }

public boolean hasSlidingDoors() {
        return slidingDoors;
    }

@Override
    public String vehicleType() {
        return "Minivan";
    }

public String toString()
    {
        return(super.toString() + "\nHas sliding doors: " + slidingDoors);
    }
}
```

Implement bedLength as a Variable

```
package Masteries.Vehicle;
3 class Truck extends Vehicle {
4  private double bedLength;
        public Truck(double fuelC, double fuelH, int seatC, double cargoV, double bedL) {
60
               er(fuelC, fuelH, seatC, cargoV);
            bedLength = bedL;
        }
        public double getBedLength() {
110
            return bedLength;
        public void setBedLength(double bedL) {
140
15
            bedLength = bedL;
16
17
180
        @Override
19
        public String vehicleType() {
20
21
22
230
        public String toString()
            return(super.toString() + "\nBed Length: " + bedLength);
```

And to finish it off I used the Car class to test my program and to do this assigned random values for each variable for testing purposes. And finally printed the data for each vehicle type.

```
package Masteries.Vehicle;

public class VehicleTest {
   public static void main(String[] args) {

        Car car = new Car(25, 35, 5, 15, 12);
        Truck truck = new Truck(15, 20, 3, 50, 8);

        Minivan minivan = new Minivan(20, 28, 7, 30, true);

        System.out.println(car.vehicleType());
        System.out.println(car.getfuelEconomyCity());
        System.out.println(car.getfuelEconomyHwy());
        System.out.println(car.getseatingCapacity());
        System.out.println(car.getcargoVolume());

        System.out.println();

        System.out.println(truck);
        System.out.println(minivan);
      }
}
```