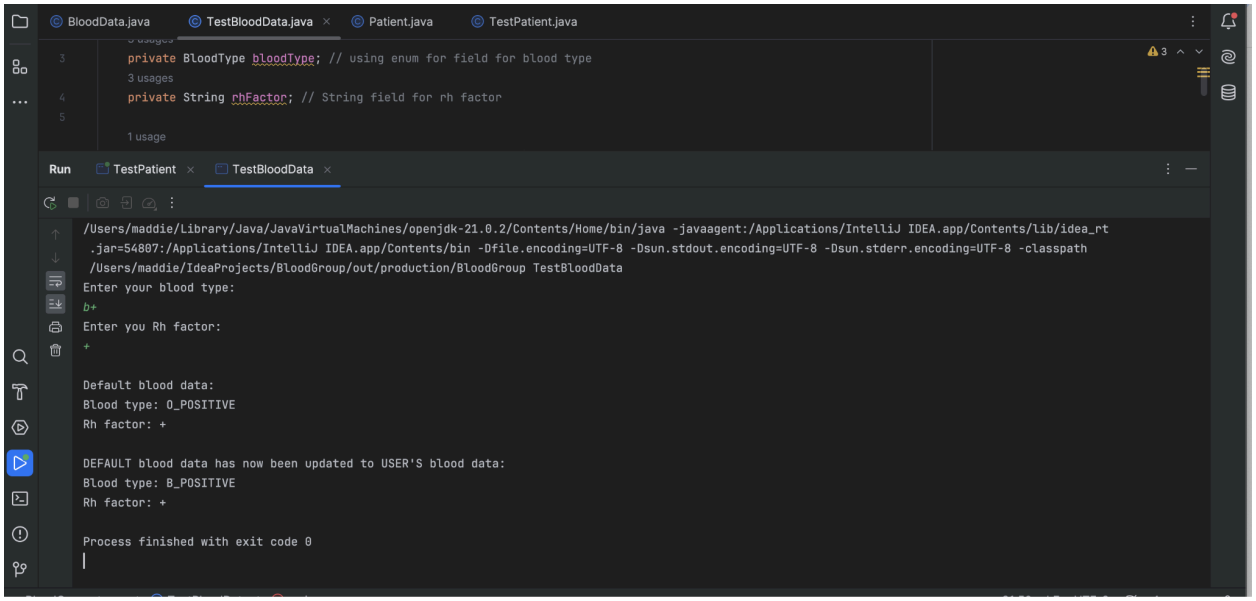
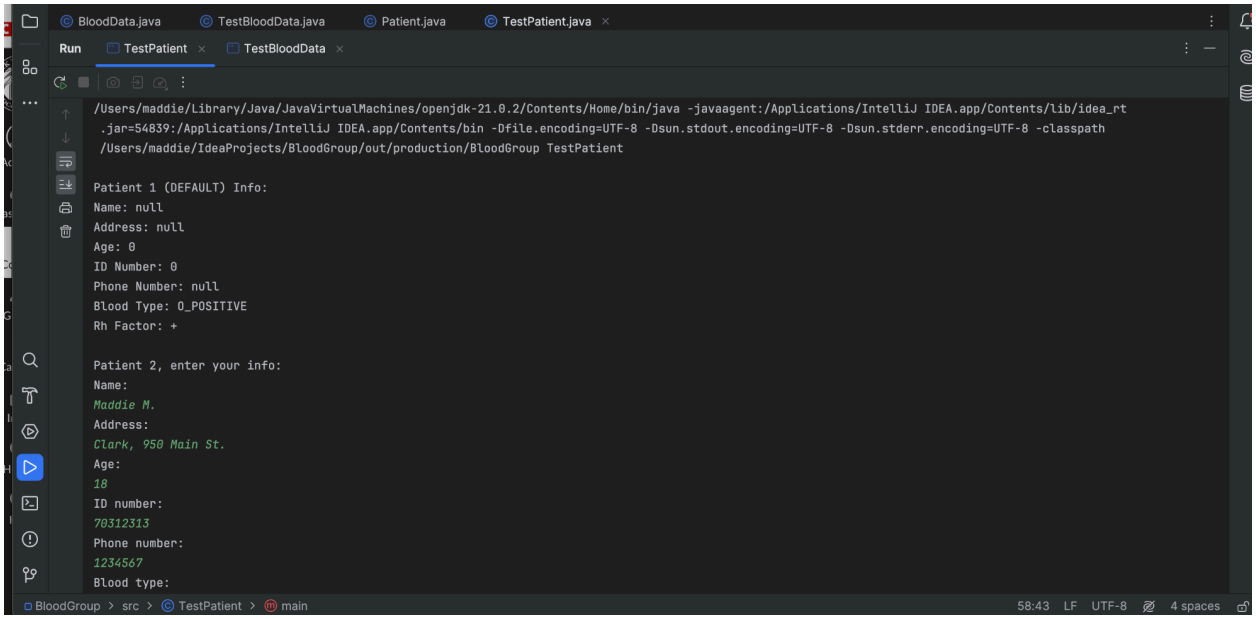
TestBloodData.java



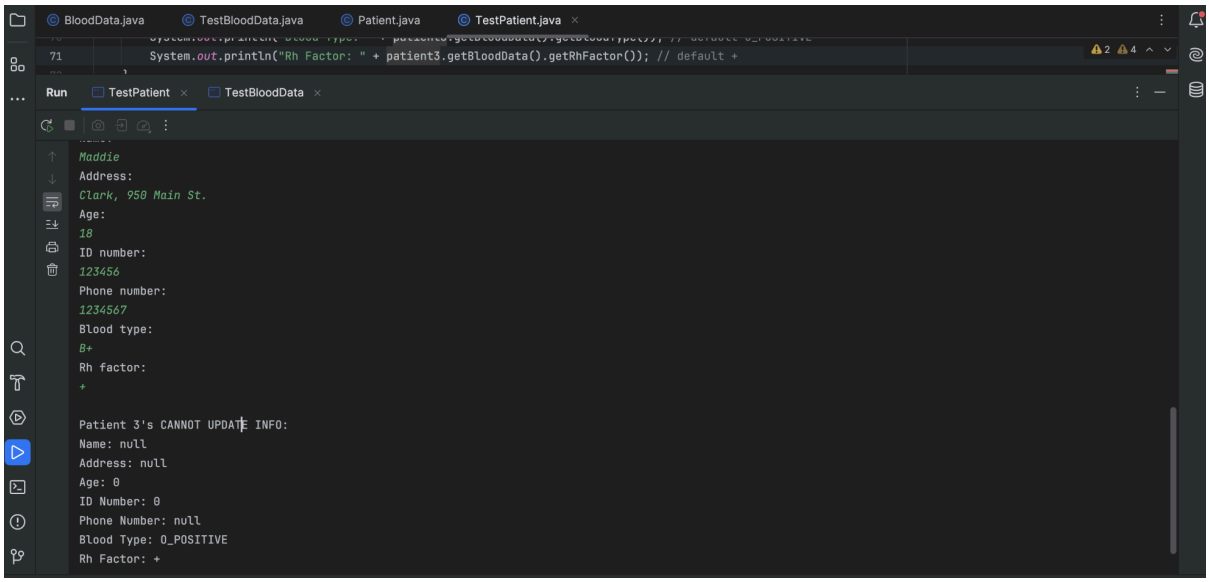
TestPatient.java

1. Patient 1 has default info



2. Patient 2 prompts & prints entered info

3. Patient 3 prompts & prints default info



CODE CREATIVITY:

- Allows user to input more information about themselves than just ID number, age, & blood data

USER CREATIVITY:

- Allows users to input their blood types as either “b+” or “B+” for example; either way, the enum constant “B_POSITIVE” will be returned
- Clearer formatting; spaced things out more to make it clear what was user inputted and what was actually “stored” and like “updated” in the program (especially for Patient 3; program clarifies that patient 3’s info cannot be updated despite user inputting info for patient 3)
- In TestBloodData.java, lets user know that their default info has been changed to their personal info