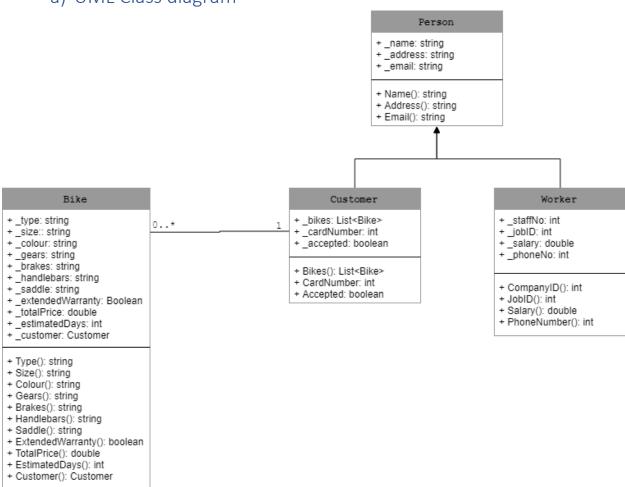


# Software Engineering Methods Coursework

Part 2

a) UML Class diagram



## b) Implementation and test units

#### Classes:

```
namespace SEM_cw2
{
    public class Person
    {
        private string _name;
        private string _address;
        private string _email;

        public string Name
        {
            get { return _name; }
        }
}
```

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```
set { _name = value; }
        public string Address
            get { return _address; }
            set { address = value; }
        }
        public string Email
            get { return _address; }
            set { _address = value; }
    }
}
using System;
using System.Collections.Generic;
namespace SEM_cw2
{
    public class Customer : Person
        private List<Bike> _bikes;
        private int _cardNumber;
        private Boolean _accepted;
        public List<Bike> Bikes
            get { return _bikes; }
            set { _bikes = value; }
        }
        public int CardNumber
            get { return _cardNumber; }
            set { _cardNumber = value; }
        public Boolean Accepted
            get { return _accepted; }
            set { _accepted = value; }
    }
}
namespace SEM_cw2
    public class Worker : Person
        private int _staffNo;
        private int _jobID;
        private double _salary;
        private int phoneNo;
```

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```
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```

```
public int StaffNumber
            get { return _staffNo; }
            set { _staffNo = value; }
        public int JobID
            get { return _jobID; }
            set { _jobID = value; }
        }
        public double Salary
            get { return _salary; }
            set { _salary = value; }
        public int PhoneNumber
            get { return _phoneNo; }
            set { _phoneNo = value; }
    }
using System;
namespace SEM_cw2
    public class Bike
        private int _id;
        private string _type;
        private string _wheels;
        private string _size;
        private string _colour;
        private string _gears;
private string _brakes;
        private string _handlebars;
        private string _saddle;
        private Boolean _extendedWarranty;
        private double _totalPrice;
        private double _estimatedDays;
        private Customer _customer;
        public int ID
            get { return _id; }
            set { _id = value; }
        public string Type
            get { return _type; }
            set
```



```
if (value == "mountain" || value == "road")
            _type = value;
        else
            throw new ArgumentException("type is wrong");
    }
public string Wheels
    get { return _wheels; }
   set
    {
        if (value == "small" || value == "large")
            _wheels = value;
        else
            throw new ArgumentException("wheel is wrong");
    }
public string Size
   get { return _size; }
   set
    {
        if (value == "small" || value == "medium" || value == "large")
            _size = value;
        else
            throw new ArgumentException("type is wrong");
   }
}
public string Colour
   get { return _colour; }
   set { _colour = value; }
public string Gears
   get { return _gears; }
   set
    {
        if (value == "Type A" || value == "Type B")
            _gears = value;
        else
            throw new ArgumentException("gear is wrong");
    }
}
public string Brakes
    get { return _brakes; }
    set
```



```
if (value == "Type A" || value == "Type B")
                {
                    _brakes = value;
                else
                    throw new ArgumentException("brakes is wrong");
            }
        }
        public string Handlebars
            get { return _handlebars; }
            set
            {
                if (value == "Type A" || value == "Type B")
                    handlebars = value;
                }
                else
                    throw new ArgumentException("handlebars are wrong");
            }
        public string Saddle
            get { return _saddle; }
            set
            {
                if (value == "Type A" || value == "Type B")
                    _saddle = value;
                }
                else
                    throw new ArgumentException("saddle is wrong");
            }
        }
        public Boolean ExtendedWarranty
            get { return _extendedWarranty; }
            set { _extendedWarranty = value; }
        public double TotalPrice
            get { return _totalPrice; }
            set { totalPrice = value; }
        }
        public double EstimatedDays
            get { return _estimatedDays; }
            set { _estimatedDays = value; }
        public Customer Customer
            get { return _customer; }
            set { customer = value; }
        }
   }
}
```



#### Test unit for Bike class:

```
using System;
using Microsoft.VisualStudio.TestTools.UnitTesting;
using SEM_cw2;
namespace TestingClasses
    [TestClass]
    public class UnitTest1
        //the bike object to test
        Bike bike = new Bike();
        [TestMethod]
        [ExpectedException(typeof(ArgumentException))]
        public void typeTest()
            bike.Type = "hi";
        [TestMethod]
        public void typeTest2()
        {
            bike.Type = "small";
        }
        [TestMethod]
        [ExpectedException(typeof(ArgumentException))]
        public void wheelTest()
            bike.Wheels = "asdasd";
        }
        [TestMethod]
        [ExpectedException(typeof(ArgumentException))]
        public void sizeTest()
            bike.Wheels = "asdsad";
    }
}
```



### c) User Interface



