**Montgomery College**

**CMSC 203**

**Assignment 6 Implementation**

UML class diagram.

Diagram

Description automatically generated  
Screen shot of run BevShopNoGUITest output: Text

Description automatically generated

Screen shot of AlcoholTest.java (JUnit): Text

Description automatically generated

Screen shot of BevShopTest.java (JUnit): Graphical user interface, text, application

Description automatically generated

Screen shot of Coffee.Test.java (JUnit): Text

Description automatically generated

Screen shot of CustomerTest.java (JUnit): Graphical user interface, text, application

Description automatically generated

Screen shot of OrderTest.java (JUnit): Graphical user interface, text

Description automatically generated

Screen shot of OrderTestGFA.java (JUnit): Graphical user interface, text

Description automatically generated

Screen shot of SmoothieTest.java (JUnit): Text

Description automatically generated

Screen shot of GitHub submission: Graphical user interface

Description automatically generated Graphical user interface, application, table

Description automatically generated

Lessons Learned

Write about your Learning Experience, highlighting your lessons learned and learning experience from working on this project.

What have you learned?

In this assignment, I learned many things. One thing that I learned the most about was inheritance and abstract classes. I also learned how to use an array list and how to search it in programming. I also gained experience with enumerations and overriding methods.

What did you struggle with?

I struggled with the inheritance concepts. I was very confused about how the beverage class had to be the supper class and how the alcohol, smoothie, and coffee classes inherited its methods and overridden the methods in the beverage class. I had to watch a few YouTube videos and look at coding examples of how it worked in eclipse. I was able to understand how to do what needed to be done and was successful in the end.

What would you do differently on your next project?

On my next project, I will plan in steps what to do first and prioritize coding certain classes. In my next project, I would like to be more comfortable with making my own JUnit tests for my program. This will help me make sure my program will work and not have any issues.

What parts of this assignment were you successful with, and what parts (if any) were you not successful with?

I was successful with everything.

**Grading Rubric**

See attachment: CMSC203 Assignment 6 Rubric.xlsx

Assignment 6 Check List (include Yes/No or N/A for each item)

|  |  |  |  |
| --- | --- | --- | --- |
| **#** |  | **Y/N or N/A** | **Comments** |
|  | **Assignment files:** |  |  |
|  | * FirstInitialLastName\_ Assignment6\_Moss.zip | **Yes** |  |
|  | * FirstInitialLastName\_Assignment6\_Complete.zip | **Yes** |  |
|  | **Program compiles** | **Yes** |  |
|  | **Program runs with desired outputs related to a Test Plan** | **Yes** |  |
|  | **Documentation file:** |  |  |
|  | * Comprehensive Test Plan | **Yes** |  |
|  | * Screenshots for each Junit Test | **Yes** |  |
|  | * Screenshots for each Test case listed in the Test Plan | **Yes** |  |
|  | * Screenshots of your java file BevShopNoGUITest run | **Yes** |  |
|  | * Screenshots of your GitHub account with submitted Assignment# (if required) | **Yes** |  |
|  | * UML Diagram | **Yes** |  |
|  | * Lessons Learned | **Yes** |  |
|  | * Checklist is completed and included in the Documentation | Yes |  |