# **Summative Programming Task (OOP & Console)**

### **Design Problem**

The Al Qurum Veterinary Clinic has hired you to help create a program for the Pets, Dogs, and Cats under their care.

#### **Requirements and Constraints**

- Solution must use OOP principles: objects, inheritance, ...
- All input and output will be through the console/terminal.
- The user interface allow for the user to:
  - 1. Enter in details for either a Pet, Dog, or Cat.
  - 2. Continue to input and store Pets until done (while loop)
  - 3. View all Pet information, sorted by age, formatted clearly
  - **4.** Exit the program when finished.



Extra Challenge: Output all pet details to a file before exiting (JETS - BufferedReader, PrintWriter)

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The Al Qurum Veterinary Clinic asks that you are able to store

for each pet, at a minimum, the following attributes:

- 1. petAge: int (must be >= 1)
- 2. petName: String
- **3. type: String** (Dog = "Dog", Cat = "Cat", Pet = user-defined)
- **4. breed: String** (only for Dog or Cat)
- 5. houseTrained: boolean (only for Dogs)
- **6.** hasClaws: boolean (only for Cats)
- 7. healthy: boolean
- 8. stray: boolean
- **9. ownerName: String** ("N/A" if a stray)
- **10. ownerPhone: int** (-1 if a stray)



**Consider:** What needs to be public/private, methods, and how to ensure data security?

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### **Teacher / Developer Expectations**

- 1. The entire program will be explained with one Flowchart (<u>www.diagrams.net</u>).
- 2. All class relationships will be explained with UML diagrams (www.diagrams.net).
- 3. The sorting algorithm used is explained using IB pseudocode.
- 4. The program is coded in Java using Eclipse.
- **5.** Use of comment header, commenting, camelCase, and whitespace throughout.



File 1: designPlan.pdf (3 pages)
Flowchart, UML, Pseudocode



Java Source Code

**Driver Class, Object Classes** 



File 6+: Optional

Additional Classes, Media, ...

You will be submitting a minimum of 5 files in a .zip file: (1) designPlan.pdf, (2-5) Java Class Files

#### A (not completed) Example with the Driver Class (VetMain):

A proof-of-concept example - many of the design requirements are <u>not</u> met (e.g. user input).

```
J VetMain.java 

□ Pet.java
                                                                                           <terminated> VetMain [Java Application] /Users/mpoirier/.p2/pool/pl
  1 import java.util.*;
                                                                                          --PET--
                                                                                          Name:
                                                                                                 Sooty
    public class VetMain {
                                                                                          Type: Cat
                                                                                          Colour: Black
  50
         public static void main(String[] args) {
                                                                                                 Feb 22 2020
                                                                                          dob:
                                                                                          --OWNER--
  6
             Pet sooty, harry, strayDog, strayCat;
                                                                                          Name:
                                                                                                 Mike
             LinkedList<Pet> vetList = new LinkedList<Pet>();
                                                                                          Addr.: Muscat
                                                                                          Prof.: Teacher
             sooty = new Pet ("Sooty", "Cat", "Black");
                                                                                          dob:
                                                                                                 Jan 8 1985
 10
             sooty.setDOB(22, 2, 2020);
11
             sooty.setOwner("Mike", "Muscat", "Teacher", 8, 1, 1985);
                                                                                          --PET--
                                                                                          Name:
                                                                                                 Harry
12
                                                                                                 Bedlington Terrier
                                                                                          Type:
13
             harry = new Pet ("Harry", "Bedlington Terrier", "Grey");
                                                                                          Colour: Grey
             harry.setDOB(17, 3, 2006);
14
                                                                                          dob:
                                                                                                 Mar 17 2006
             harry.setOwner("Janice", "Canada", "Restaurant Owner", 19, 9, 1957);
 15
                                                                                          --OWNER--
 16
                                                                                          Name:
                                                                                                 Janice
17
             strayDog = new Pet ("Range", "Dog", "Mix");
                                                                                          Addr.:
                                                                                                 Canada
                                                                                          Prof.: Restaurant Owner
18
             strayDog.setDOB(1, 12, 2021);
                                                                                          dob:
                                                                                                 Sep 19 1957
 19
20
             strayCat = new Pet ("Subaru", "Cat", "Orange Mix");
                                                                                          --PET--
21
                                                                                          Name:
                                                                                                 Range
 22
             vetList.add(sooty);
                                                                                                 Dog
                                                                                          Type:
                                                                                          Colour: Mix
23
             vetList.add(harry);
                                                                                          dob:
                                                                                                 Dec 1 2021
 24
             vetList.add(strayDog);
                                                                                          --OWNER--
25
             vetList.add(strayCat);
                                                                                          None (Stray)
 26
27
             while (!vetList.isEmpty()) {
                                                                                          --PET--
 28
                 System.out.println(vetList.poll().toString());
                                                                                                 Subaru
                                                                                          Type: Cat
 29
                 System.out.println();
                                                                                          Colour: Orange Mix
30
                                                                                          dob:
31
                                                                                          --OWNER--
32
                                                                                          None (Stray)
 33 }
```

**Note:** For this example I also created a **DateOfBirth** class to handle the Day/Month/Year.

#### **DP Computer Science: Programming Task Rubric**

2	<b>Design</b> Flowcharts, Sketches, Prototypes, Pseudocode	Readability Documentation, Conventions, Comments	Application  Meeting the Success Criteria	Computational Thinking Problem Solving and Algorithmic Design
4	Developed a highly effective design process, which consistently takes into consideration the success criteria of the end users in order to develop a complete solution.	The documentation is  exceptionally clear, applies coding conventions correctly, and comments code completely and consistently.	The product meets and exceeds the success criteria, by consistently applying programming concepts successfully towards developing a complete, innovative and creative product.	The product and documentation show evidence of an independent, thorough, and complete understanding of computational thinking skills, problem solving, and algorithm design.
3	Developed an <b>effective</b> design process, which <b>generally</b> takes into consideration the success criteria of the end users.	The documentation is <b>generally clear</b> , applies coding conventions <b>accurately with limitations</b> , and comments code <b>substantially</b> .	The product <b>meets</b> the success criteria, by <b>applying</b> programming concepts towards developing a <b>complete</b> product.	The product and documentation show evidence of a substantial understanding of computational thinking skills, problem solving, and algorithm design with minimal assistance.
2	Developed a moderately effective design process, which occasionally takes into consideration the success criteria of the end users.	The documentation lacks clarity, applies coding conventions inaccurately, and comments code inconsistently.	The product partially meets the success criteria, and inconsistently applied programming concepts towards developing a product with noticeable errors.	The product and documentation show evidence of a partial or incomplete understanding of computational thinking skills, problem solving, and algorithm design with moderate assistance.
1	Developed an <b>ineffective</b> design process, which <b>rarely</b> takes into consideration the success criteria of the end users.	The documentation is unclear or partially incomplete, applies coding conventions incorrectly, and comments code rarely.	The product does not meet the success criteria, and is ineffective at applying programming concepts with significant errors.	The product and documentation show evidence of a substantial misunderstanding of computational thinking skills, problem solving, and algorithm design, and requiring considerable assistance.