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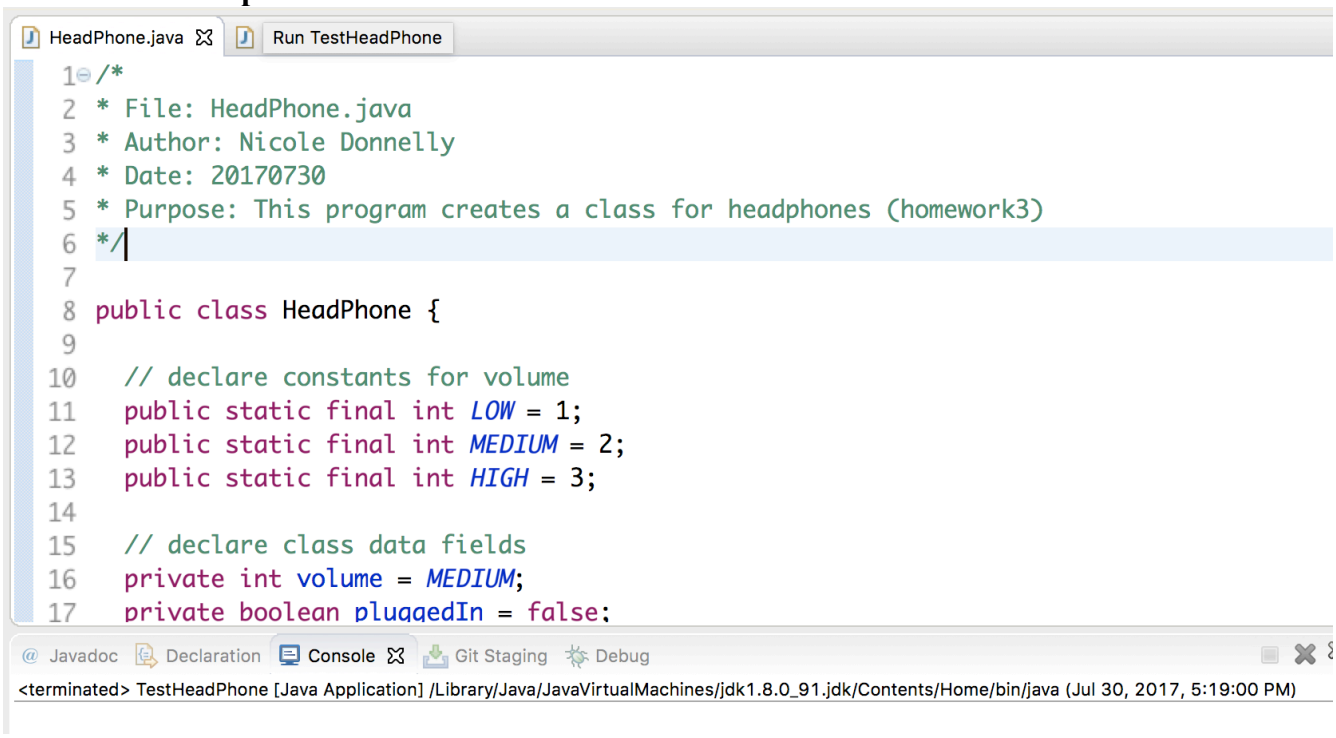
Homework 3

Screenshot – compilation



Screenshot – test case 1

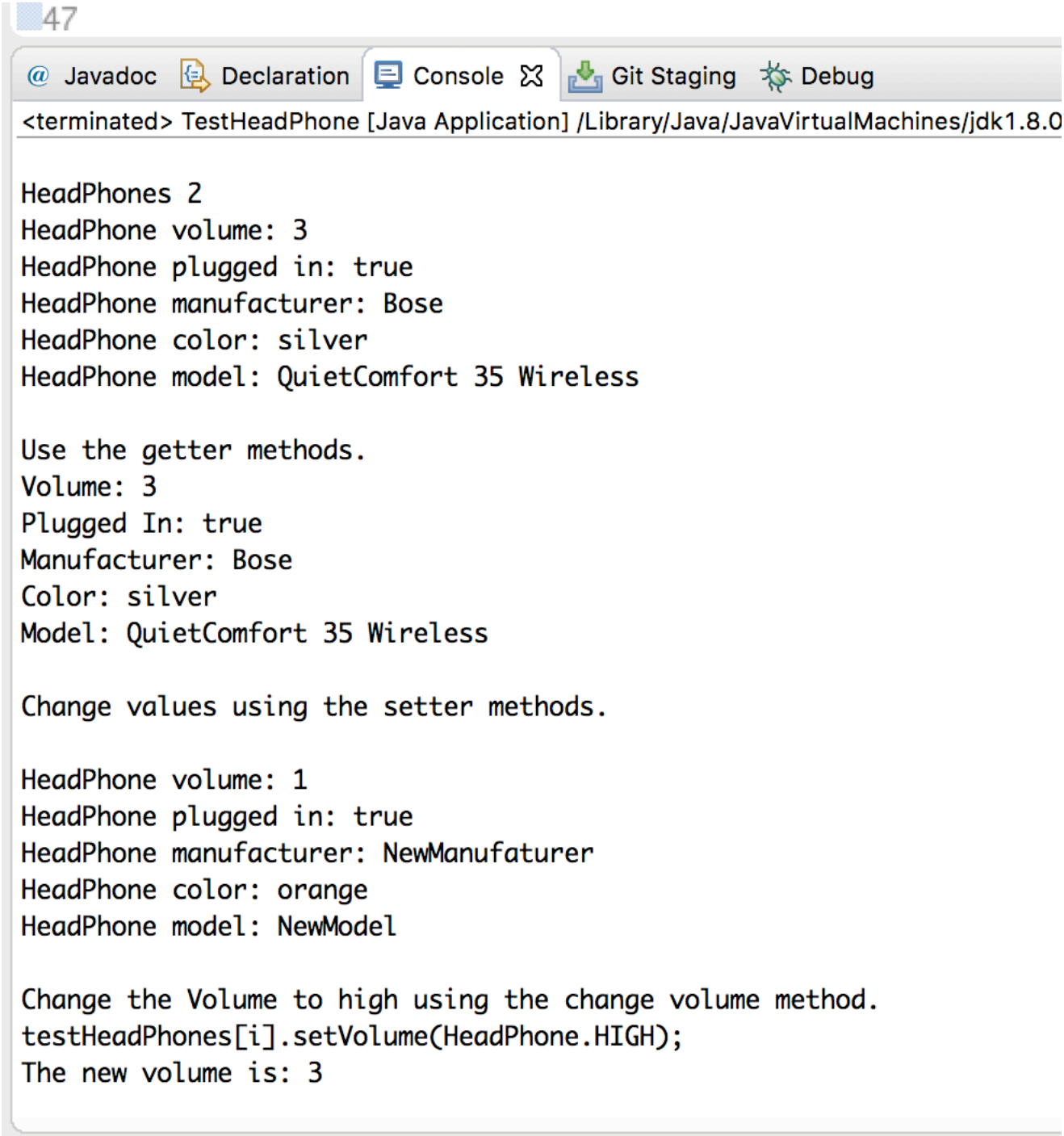
```
46          System.out.println(testHeadPhones[i].toString());
47
```

@ Javadoc | Declaration | Console | Git Staging | Debug

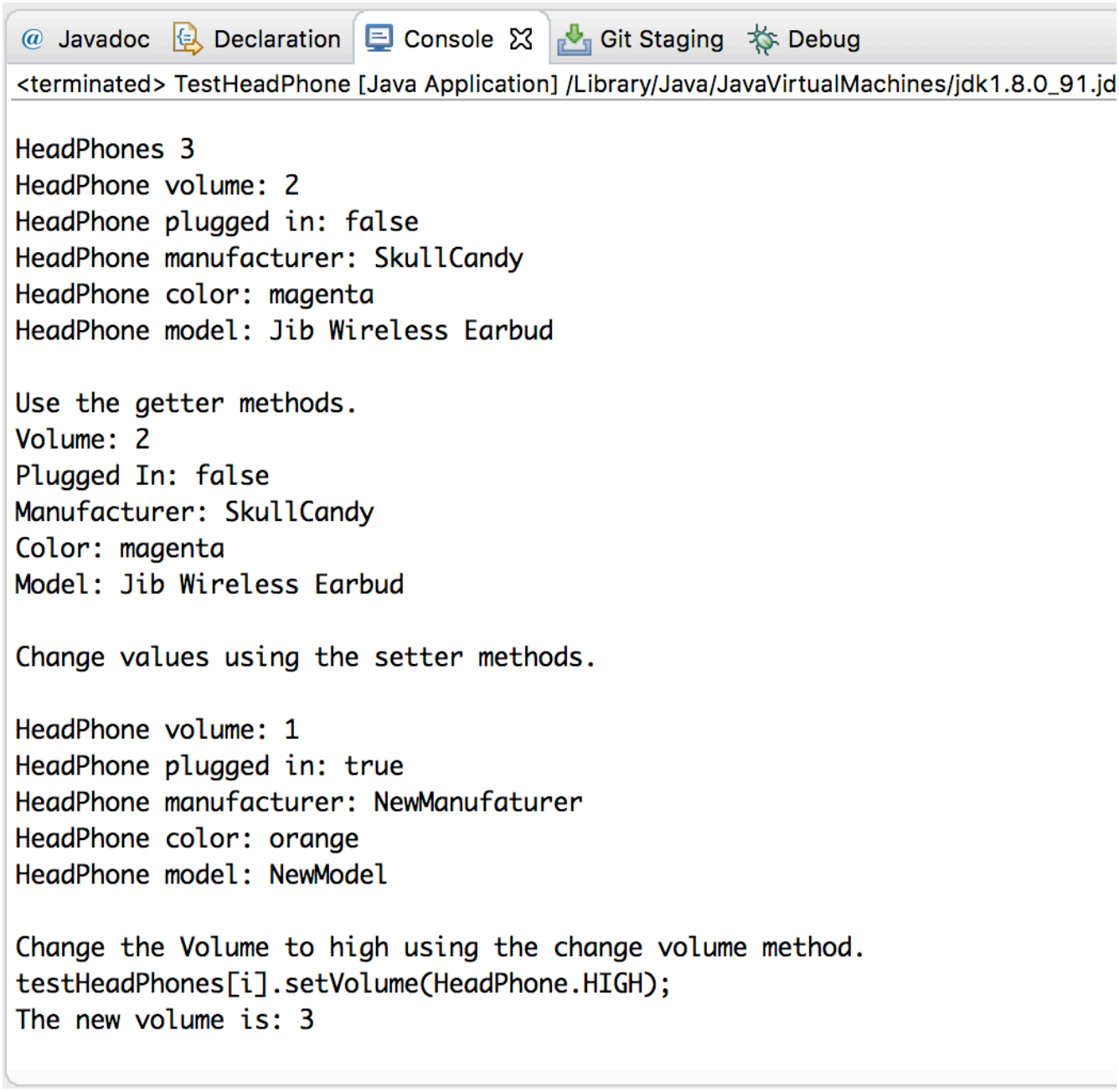
<terminated> TestHeadPhone [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0_91.jdk

```
HeadPhones 1
HeadPhone volume: 2
HeadPhone plugged in: false
HeadPhone manufacturer: NoBrand
HeadPhone color: black
HeadPhone model: NoModel

Use the getter methods.
Volume: 2
Plugged In: false
Manufacturer: NoBrand
Color: black
Model: NoModel

Change values using the setter methods.

HeadPhone volume: 1
HeadPhone plugged in: true
HeadPhone manufacturer: NewManufaturer
HeadPhone color: orange
HeadPhone model: NewModel

Change the Volume to high using the change volume method.
testHeadPhones[i].setVolume(HeadPhone.HIGH);
The new volume is: 3
```

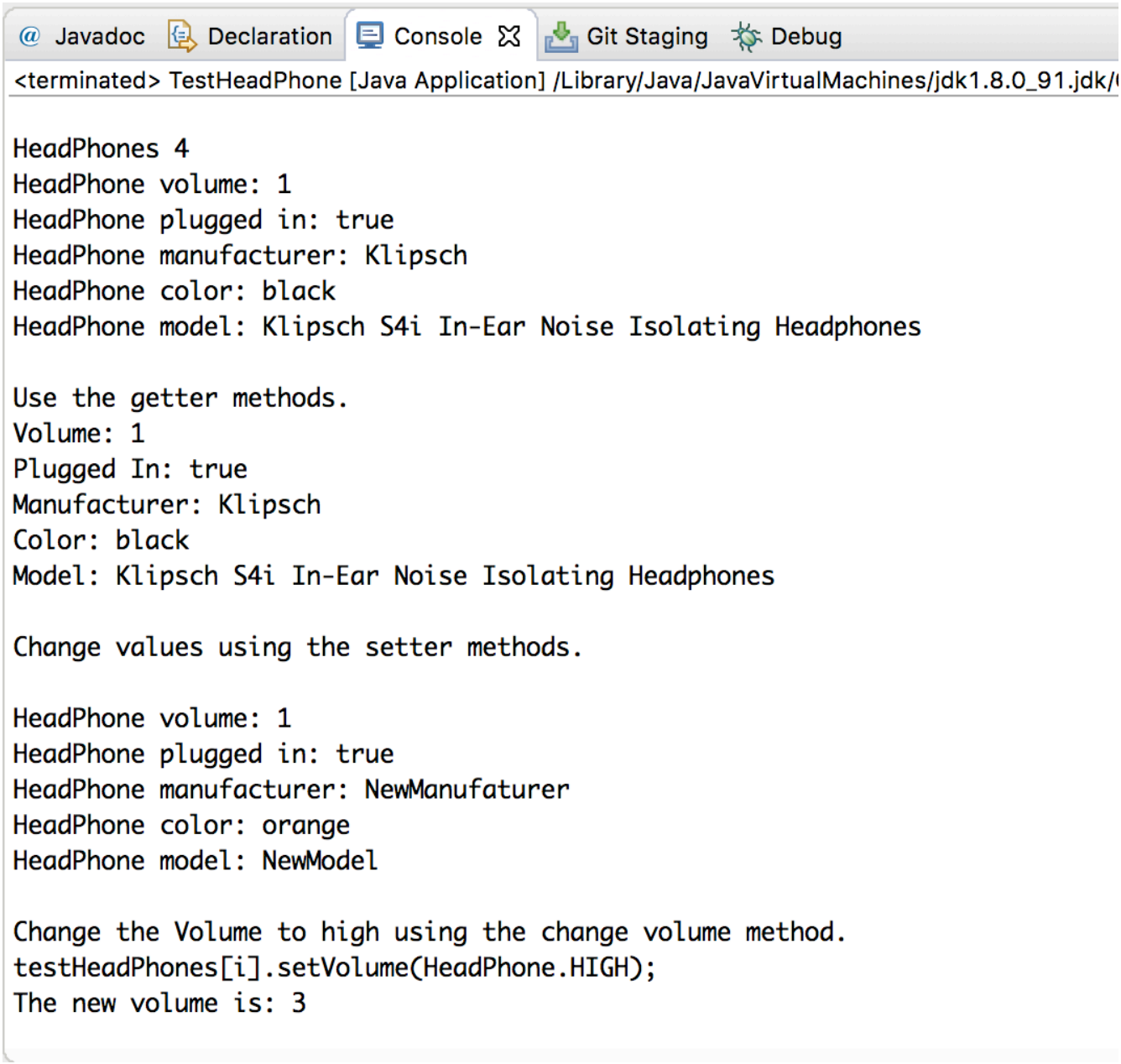
Screenshot – test case 2



Screenshot – test case 3



Screenshot – test case 4



Test Cases

Input	Expected Output	Actual Output	Pass?
testHeadPhones[0] = **new** HeadPhone();	HeadPhones 1 HeadPhone volume: 2 HeadPhone plugged in: false HeadPhone manufacturer: NoBrand HeadPhone color: black HeadPhone model: NoModel Use the getter methods. Volume: 2 Plugged In: false Manufacturer: NoBrand Color: black Model: NoModel Change values using the setter methods. HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: NewManufaturer HeadPhone color: orange HeadPhone model: NewModel Change the Volume to high using the change volume method. testHeadPhones[i].setVolume(HeadPhone.HIGH); The new volume is: 3	HeadPhones 1 HeadPhone volume: 2 HeadPhone plugged in: false HeadPhone manufacturer: NoBrand HeadPhone color: black HeadPhone model: NoModel Use the getter methods. Volume: 2 Plugged In: false Manufacturer: NoBrand Color: black Model: NoModel Change values using the setter methods. HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: NewManufaturer HeadPhone color: orange HeadPhone model: NewModel Change the Volume to high using the change volume method. testHeadPhones[i].setVolume(HeadPhone.HIGH); The new volume is: 3	Yes

Input	Expected Output	Actual Output	Pass?
testHeadPhones[1] = **new** HeadPhone(HeadPhone. ***HIGH***, **true**, "Bose", "silver", "QuietComfort 35 Wireless");	HeadPhones 2 HeadPhone volume: 3 HeadPhone plugged in: true HeadPhone manufacturer: Bose HeadPhone color: silver HeadPhone model: QuietComfort 35 Wireless Use the getter methods. Volume: 3 Plugged In: true Manufacturer: Bose Color: silver Model: QuietComfort 35 Wireless Change values using the setter methods. HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: NewManufaturer HeadPhone color: orange HeadPhone model: NewModel Change the Volume to high using the change volume method. testHeadPhones[i].setVolume(HeadPhone.HIGH); The new volume is: 3	HeadPhones 2 HeadPhone volume: 3 HeadPhone plugged in: true HeadPhone manufacturer: Bose HeadPhone color: silver HeadPhone model: QuietComfort 35 Wireless Use the getter methods. Volume: 3 Plugged In: true Manufacturer: Bose Color: silver Model: QuietComfort 35 Wireless Change values using the setter methods. HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: NewManufaturer HeadPhone color: orange HeadPhone model: NewModel Change the Volume to high using the change volume method. testHeadPhones[i].setVolume(HeadPhone.HIGH); The new volume is: 3	Yes

Input	Expected Output	Actual Output	Pass?
testHeadPhones[2] = **new** HeadPhone("SkullCandy", "magenta", "Jib Wireless Earbud");	HeadPhones 3 HeadPhone volume: 2 HeadPhone plugged in: false HeadPhone manufacturer: SkullCandy HeadPhone color: magenta HeadPhone model: Jib Wireless Earbud Use the getter methods. Volume: 2 Plugged In: false Manufacturer: SkullCandy Color: magenta Model: Jib Wireless Earbud Change values using the setter methods. HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: NewManufaturer HeadPhone color: orange HeadPhone model: NewModel Change the Volume to high using the change volume method. testHeadPhones[i].setVolume(HeadPhone.HIGH); The new volume is: 3	HeadPhones 3 HeadPhone volume: 2 HeadPhone plugged in: false HeadPhone manufacturer: SkullCandy HeadPhone color: magenta HeadPhone model: Jib Wireless Earbud Use the getter methods. Volume: 2 Plugged In: false Manufacturer: SkullCandy Color: magenta Model: Jib Wireless Earbud Change values using the setter methods. HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: NewManufaturer HeadPhone color: orange HeadPhone model: NewModel Change the Volume to high using the change volume method. testHeadPhones[i].setVolume(HeadPhone.HIGH); The new volume is: 3	Yes

Input	Expected Output	Actual Output	Pass?
testHeadPhones[3] = **new** HeadPhone(HeadPhone.***LOW***, **true**, "Klipsch", "black", "Klipsch S4i In-Ear Noise Isolating Headphones");	HeadPhones 4 HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: Klipsch HeadPhone color: black HeadPhone model: Klipsch S4i In-Ear Noise Isolating Headphones Use the getter methods. Volume: 1 Plugged In: true Manufacturer: Klipsch Color: black Model: Klipsch S4i In-Ear Noise Isolating Headphones Change values using the setter methods. HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: NewManufaturer HeadPhone color: orange HeadPhone model: NewModel Change the Volume to high using the change volume method. testHeadPhones[i].setVolume(HeadPhone.HIGH); The new volume is: 3	HeadPhones 4 HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: Klipsch HeadPhones 4 HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: Klipsch HeadPhone color: black HeadPhone model: Klipsch S4i In-Ear Noise Isolating Headphones Use the getter methods. Volume: 1 Plugged In: true Manufacturer: Klipsch Color: black Model: Klipsch S4i In-Ear Noise Isolating Headphones Change values using the setter methods. HeadPhone volume: 1 HeadPhone plugged in: true HeadPhone manufacturer: NewManufaturer HeadPhone color: orange HeadPhone model: NewModel Change the Volume to high using the change volume method. testHeadPhones[i].setVolume(HeadPhone.HIGH); The new volume is: 3	