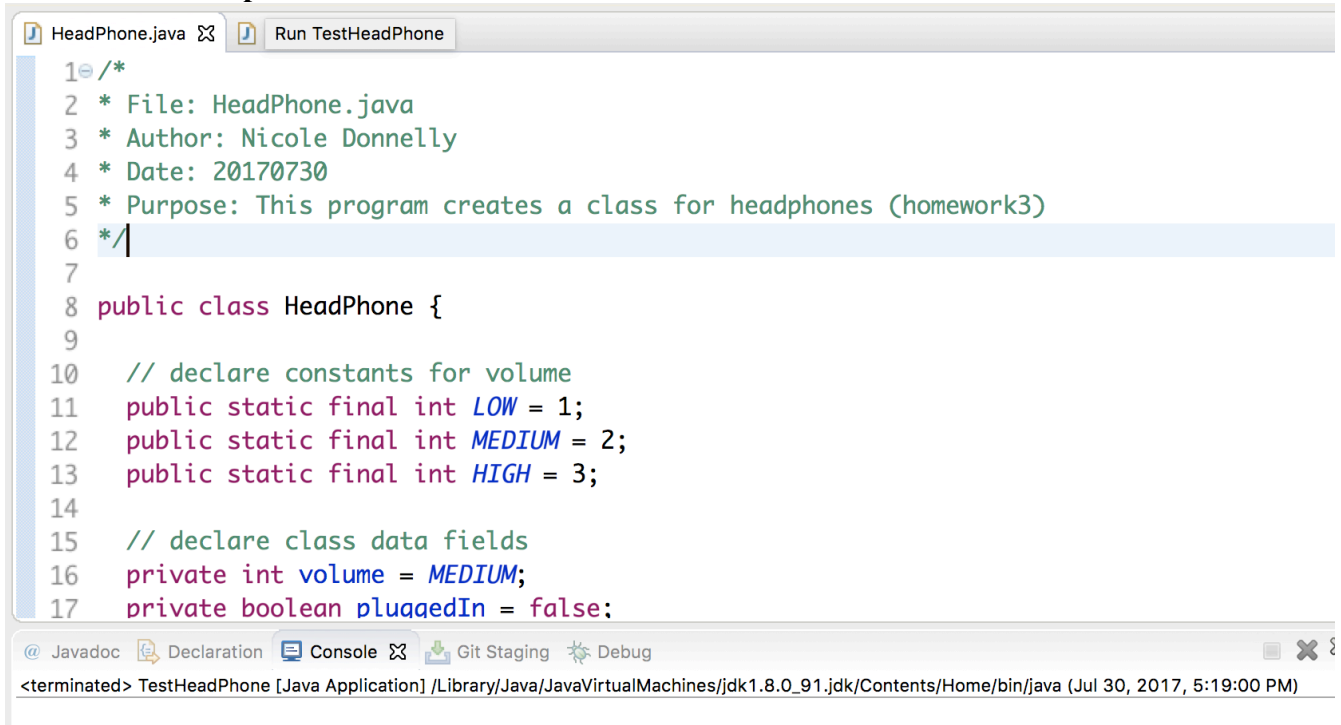


## Nicole Donnelly

### Homework 3

#### Screenshot – compilation



```
1 /*
2  * File: HeadPhone.java
3  * Author: Nicole Donnelly
4  * Date: 20170730
5  * Purpose: This program creates a class for headphones (homework3)
6  */
7
8 public class HeadPhone {
9
10     // declare constants for volume
11     public static final int LOW = 1;
12     public static final int MEDIUM = 2;
13     public static final int HIGH = 3;
14
15     // declare class data fields
16     private int volume = MEDIUM;
17     private boolean pluggedIn = false;
```

@ Javadoc Declaration Console Git Staging Debug

<terminated> TestHeadPhone [Java Application] /Library/Java/JavaVirtualMachines/jdk1.8.0\_91.jdk/Contents/Home/bin/java (Jul 30, 2017, 5:19:00 PM)

### 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

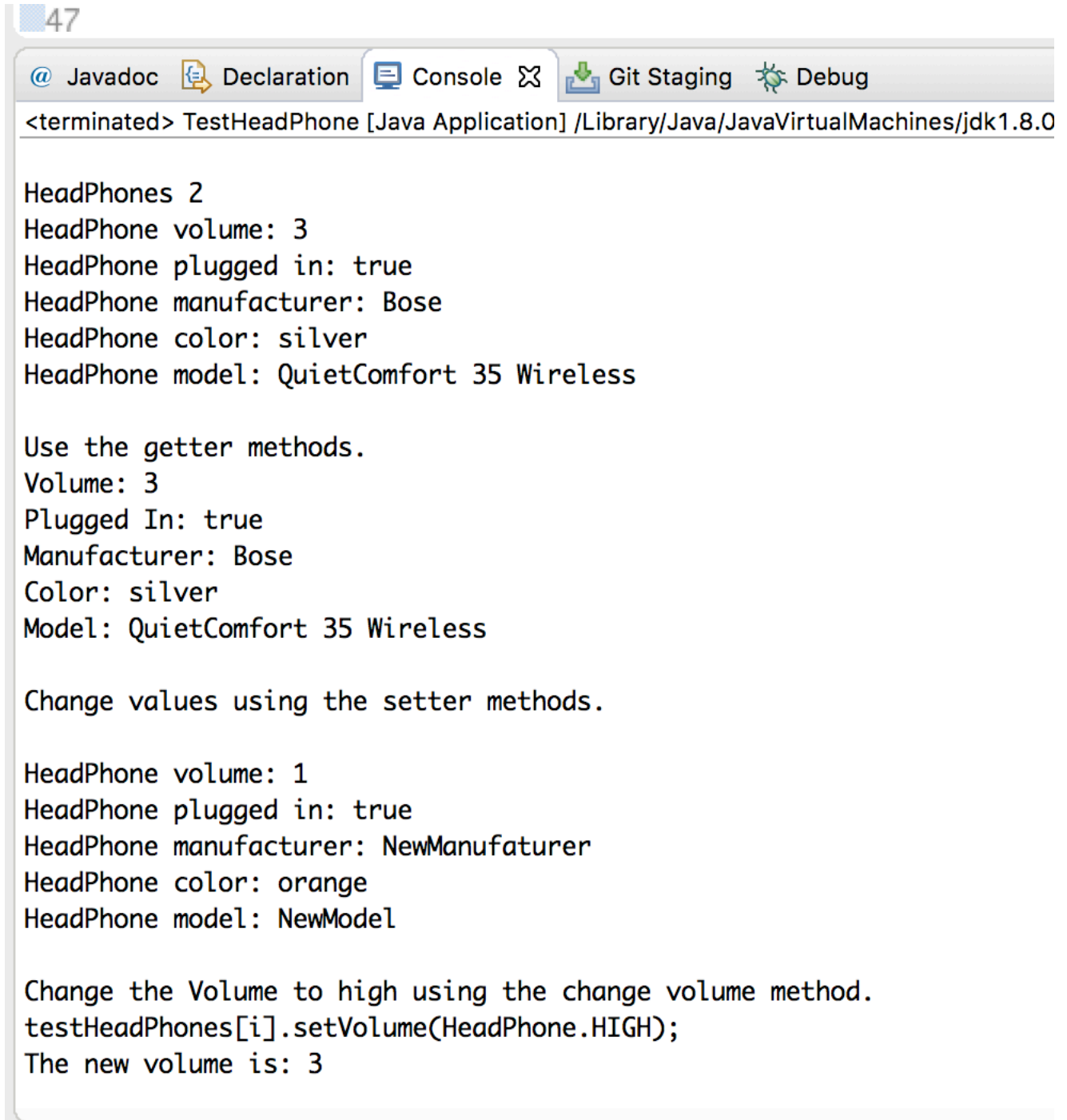
Use the getter methods.  
Volume: 2  
Plugged In: false  
Manufacturer: NoBrand  
Color: black  
Model: NoModel

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



The screenshot shows an IDE window with a tab labeled '47'. The console output is as follows:

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

HeadPhones 2
HeadPhone volume: 3
HeadPhone plugged in: true
HeadPhone manufacturer: Bose
HeadPhone color: silver
HeadPhone model: QuietComfort 35 Wireless

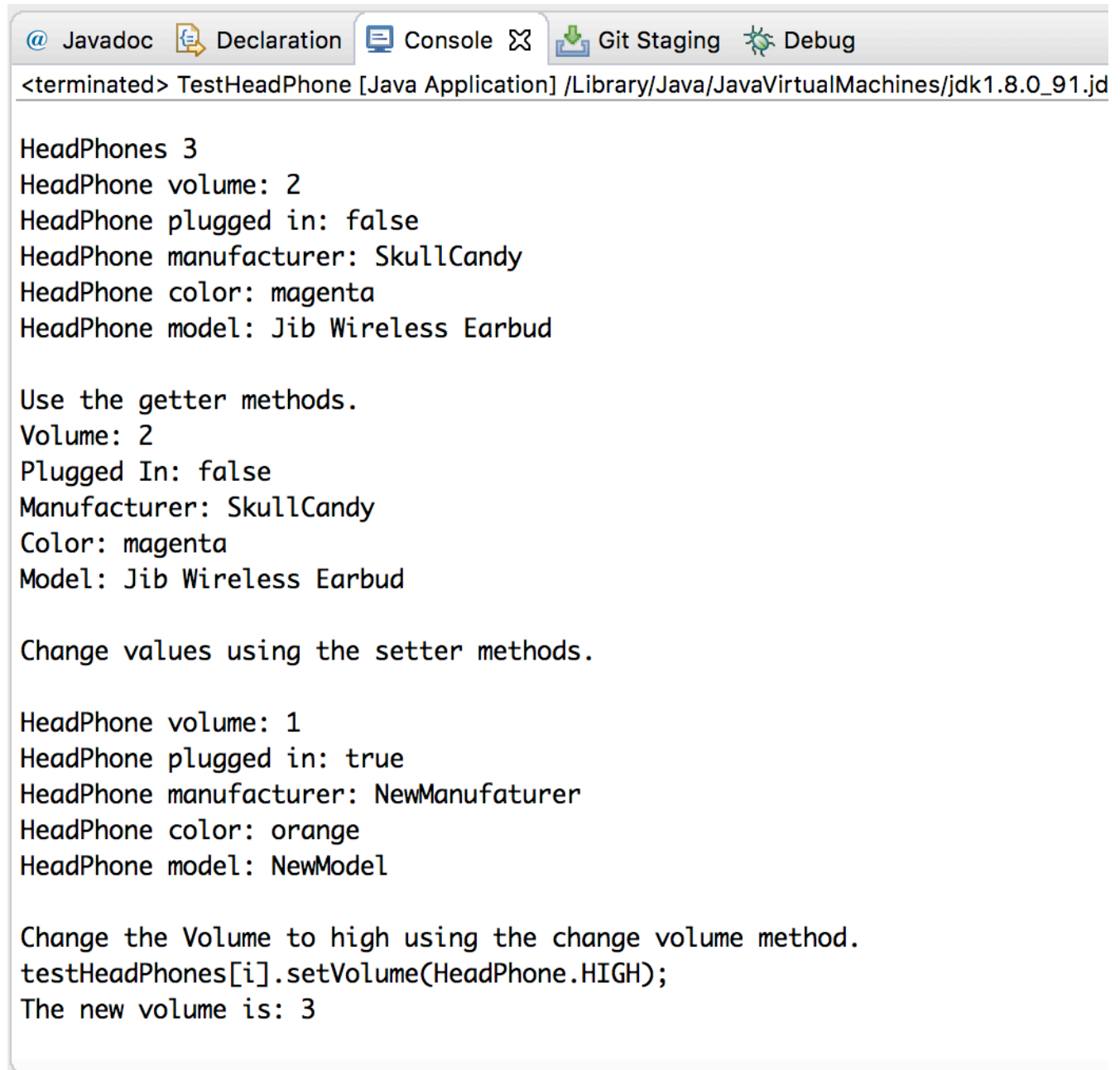
Use the getter methods.
Volume: 3
Plugged In: true
Manufacturer: Bose
Color: silver
Model: QuietComfort 35 Wireless

Change values using the setter methods.

HeadPhone volume: 1
HeadPhone plugged in: true
HeadPhone manufacturer: NewManufacturer
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 3



The screenshot shows an IDE window with several tabs: Javadoc, Declaration, Console, Git Staging, and Debug. The Console tab is active, displaying the output of a Java application. The output includes the class name 'TestHeadPhone', its volume, whether it's plugged in, its manufacturer, color, and model. It then shows the use of getter methods to retrieve these values and the use of setter methods to change them, specifically setting the volume to high.

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

HeadPhones 3
HeadPhone volume: 2
HeadPhone plugged in: false
HeadPhone manufacturer: SkullCandy
HeadPhone color: magenta
HeadPhone model: Jib Wireless Earbud

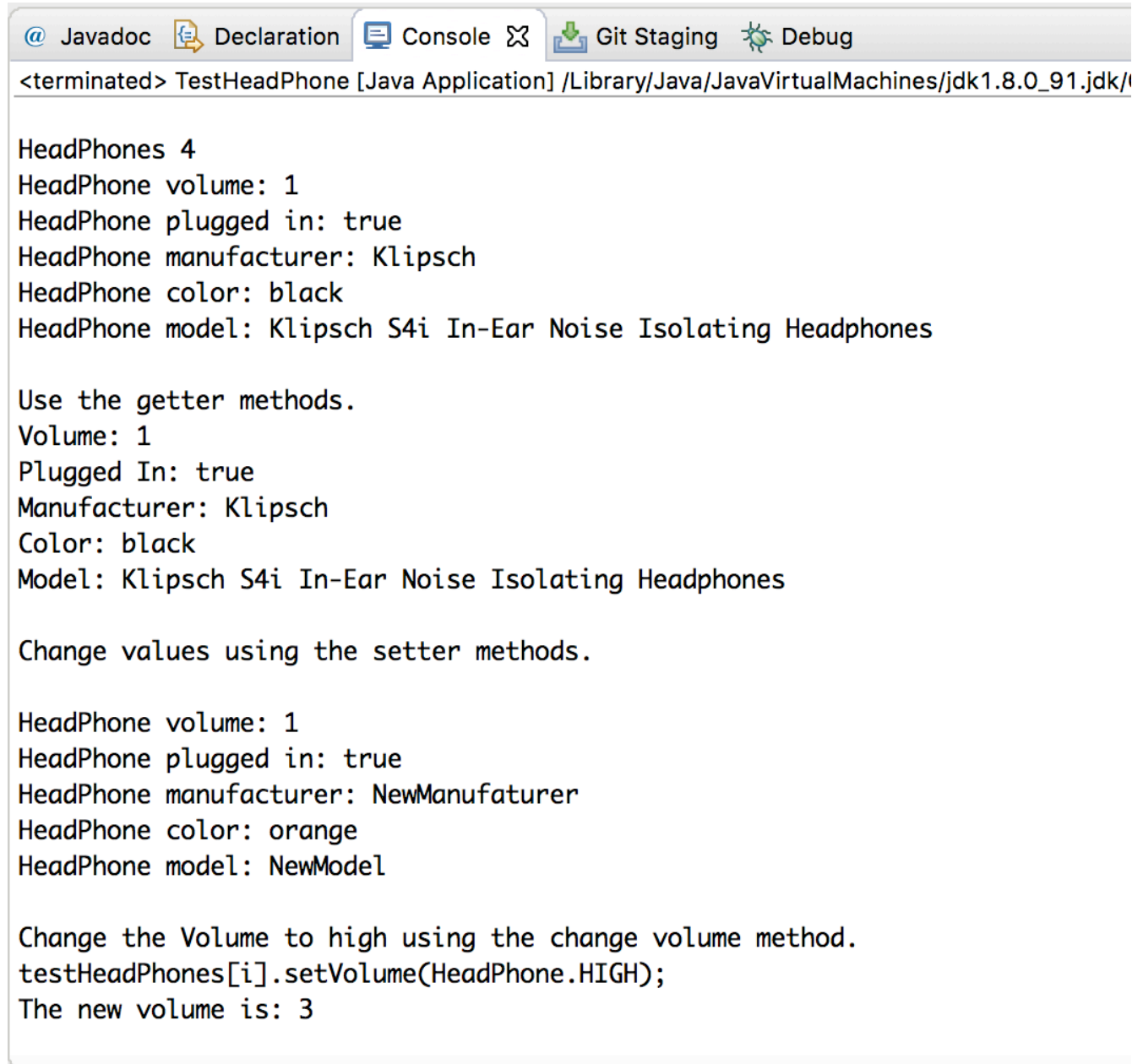
Use the getter methods.
Volume: 2
Plugged In: false
Manufacturer: SkullCandy
Color: magenta
Model: Jib Wireless Earbud

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
```

## Screenshot – test case 4



The screenshot shows an IDE console window with the following tabs: Javadoc, Declaration, Console, Git Staging, and Debug. The console output is as follows:

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

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
```

## Test Cases

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

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

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



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