

DogRUs Individual Assignment

Nicolas Petras, nip19@aber.ac.uk

Thursday, 22 March 2018

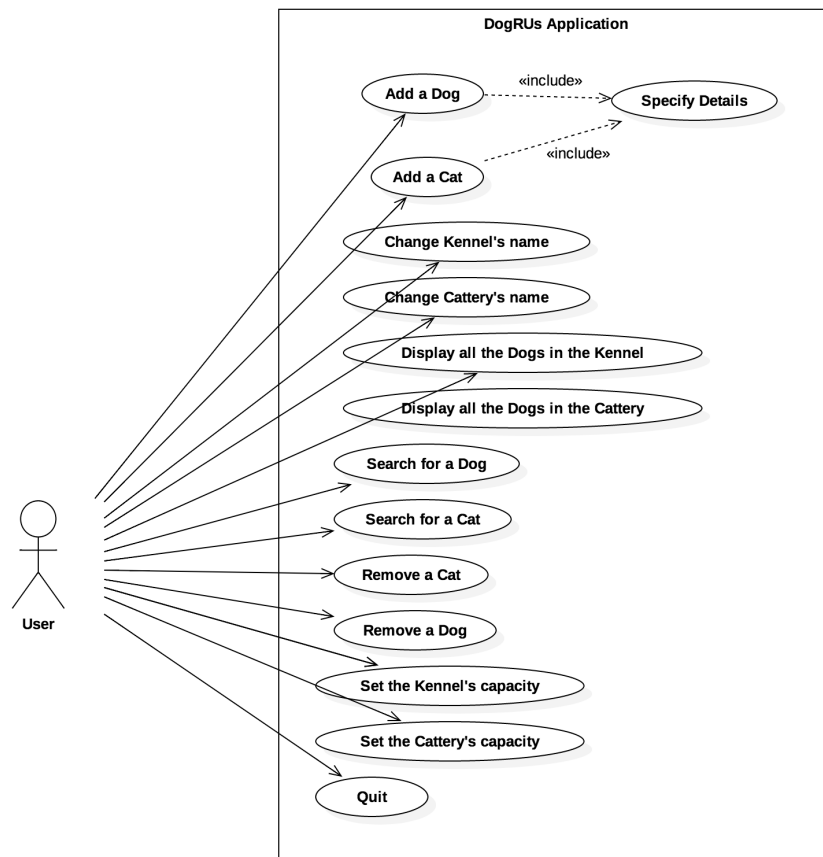


Figure 1: UML Use-Case Diagram

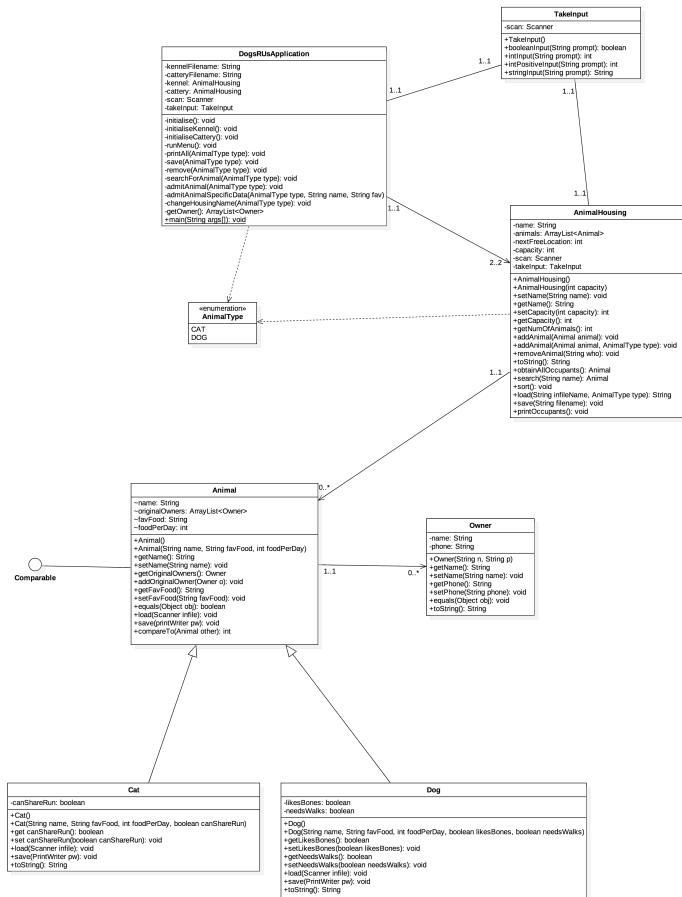


Figure 2: UML Class Diagram

The first task I proceeded with was to **refine** the current code, in various ways, one of which included adding three methods to take three different types of input: String, int and boolean. These three functions prevented *code duplication* and added *validation*. The validation ensured *valid data* was entered and *prevented* the program from *crashing* due to exceptions. These methods have their own class, allowing them to be used throughout the program, and adds to the *cohesion* of the program.

While working on this project I made the effort to **rework** a lot of the code that was provided and comments keep everything consistent. Making it easier for me or another developer to revisit and edit the code in the future. I made sure to catch all exceptions, using multiple **catch** statements within an overall **try-catch** statement, with the *higher level statements* handling *higher level exceptions*.

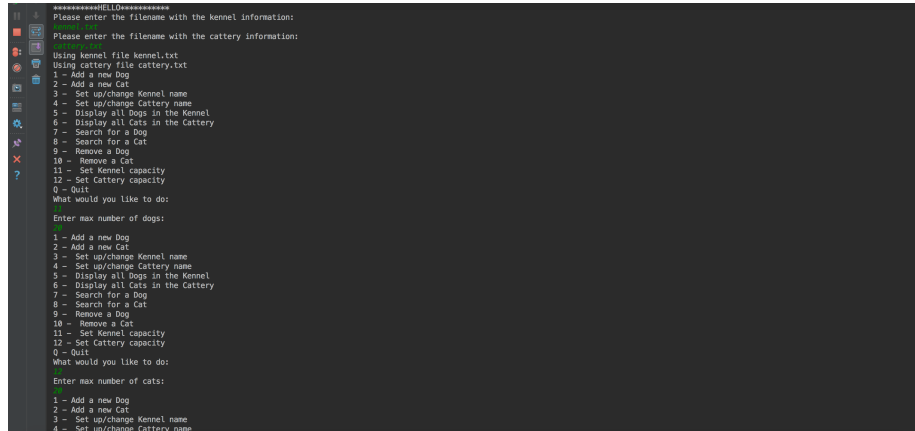
The next step I undertook was creating an **Animal** and **Cat** class for the purpose of inheritance. Making both the **Cat** and **Dog** classes extensions of the **Animal** class.

I decided to make an **AnimalHousing** class to replace the **Kennel** class, my initial intent was to make this a **super-class** for the existing **Kennel** class and a new **Cattery** class. But it ended up replacing both of these classes because there was no subclass specific variables or methods that needed to be held in **Kennel** or **Cattery**. I wanted messages, and some minor aspects of methods changed for kennels and catteries. I achieved this by using an **AnimalType** (enum) parameter and switch statements.

I made several changes to the **DogsRUsApplication** (previously **KennelDemo**) class to accommodate both **animal types** and their respective housing. One of which, involved removing the **Kennel** object reference, and replacing it with two new **AnimalHousing** references - one for the kennel and another for the cattery. I used the **AnimalType** parameter once again in a lot of the *private utility methods* to provide differing functionality, depending on the **AnimalType** passed to the method. The class does have an *overcrowded* menu, and there are possibly some *bulky* and *inefficient* methods in this class and others, leaving room for improvement. Another area that could see improvement is the functionality of the program - I had several ideas to improve functionality (e.g. using hash map for cats and dogs, giving each a unique ID), but I did not get an opportunity to implement these ideas.

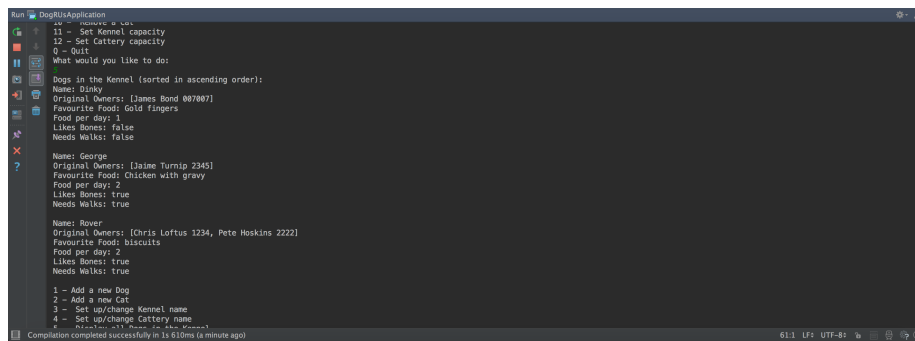
I predict that my grade for this assignment will be in the range of 75-80% since I feel I fulfilled the technical programming requirements to relatively high standard, but my code does have some issues. The documentation contains all the required documents and these documents are executed to a high standard, some aspects of the UML diagrams might be lacking. My code does lack flair marks, there is little to no extra functionality, apart from what is specified in the requirements. Overall I feel my submissions is completed to a high standard, but does still have some mostly minor issues, and lacks extra functionality.

Screenshots - Program Running



```
#####LL#####
Please enter the filename with the kennel information:
Please enter the filename with the cattery information:
Using kennel file kennel.txt
Using cattery file cattery.txt
1 - Add a new Dog
2 - Add a new Cat
3 - Set up/change Kennel name
4 - Set up/change Cattery name
5 - Display all Dogs in the Kennel
6 - Display all Cats in the Cattery
7 - Search for a Dog
8 - Search for a Cat
9 - Remove a dog
10 - Remove a Cat
11 - Set Kennel capacity
12 - Set Cattery capacity
0 - Quit
What would you like to do:
Enter max number of dogs:
1 - Add a new Dog
2 - Add a new Cat
3 - Set up/change Kennel name
4 - Set up/change Cattery name
5 - Display all Dogs in the Kennel
6 - Display all Cats in the Cattery
7 - Search for a Dog
8 - Search for a Cat
9 - Remove a dog
10 - Remove a Cat
11 - Set Kennel capacity
12 - Set Cattery capacity
0 - Quit
What would you like to do:
Enter max number of cats:
1 - Add a new Dog
2 - Add a new Cat
3 - Set up/change Kennel name
4 - Set up/change Cattery name
```

Figure 3: Screenshot showing the program being launched, and the kennel and cattery capacities being set



```
Run DogRUBApplication
10 - Remove a Cat
11 - Set Kennel capacity
12 - Set Cattery capacity
0 - Quit
What would you like to do:
Dogs in the Kennel (sorted in ascending order):
Name: Dinky
Original Owners: [James Bond 007007]
Favourite Food: Gold Fingers
Food per day: 1
Likes Bones: false
Needs Walks: false
Name: George
Original Owners: [Jaime Turnip 2345]
Favourite Food: Chicken with gravy
Food per day: 2
Likes Bones: true
Needs Walks: true
Name: Rover
Original Owners: [Chris Loftus 1234, Pete Hoskins 2222]
Favourite Food: biscuits
Food per day: 2
Likes Bones: true
Needs Walks: true
1 - Add a new Dog
2 - Add a new Cat
3 - Set up/change Kennel name
4 - Set up/change Cattery name
5 - Display all Dogs in the Kennel
6 - Display all Cats in the Cattery
7 - Search for a Dog
8 - Search for a Cat
9 - Remove a dog
10 - Remove a Cat
11 - Set Kennel capacity
12 - Set Cattery capacity
0 - Quit
What would you like to do:
Compilation completed successfully in 11.610ms (a minute ago)
```

Figure 4: Screenshot showing a list of the dogs currently housed in the kennel, sorted in ascending order

```
2 - Add a new Cat
3 - Set up/change Kennel name
4 - Set up/change Cattery name
5 - Display all dogs in the Kennel
6 - Display all Cats in the Cattery
7 - Search for a Dog
8 - Search for a Cat
9 - Remove a Dog
10 - Remove a Cat
11 - Set Kennel capacity
12 - Set Cattery capacity
0 - Quit
What would you like to do:

Please enter the following information about the dog:
Name:
What is his/her favourite food?
How many times is he/she fed a day? (positive integer)
Does he/she like bones? (Y/N)
Does he/she need walks? (Y/N)
Enter the owner's information:
Name:
Phone Number:
Another owner? (Y/N)

1 - Add a new Dog
2 - Add a new Cat
3 - Set up/change Kennel name
4 - Set up/change Cattery name
5 - Display all Dogs in the Kennel
6 - Display all Cats in the Cattery
7 - Search for a Dog
8 - Search for a Cat
9 - Remove a Dog
10 - Remove a Cat
11 - Set Kennel capacity
12 - Set Cattery capacity
0 - Quit
What would you like to do:
```

Figure 5: Screenshot showing a new dog being added to the kennel

```
Run DogRusApplication
Enter the owner's information:
Name:
Phone Number:
Another owner? (Y/N)

1 - Add a new Dog
2 - Add a new Cat
3 - Set up/change Kennel name
4 - Set up/change Cattery name
5 - Display all Dogs in the Kennel
6 - Display all Cats in the Cattery
7 - Search for a Dog
8 - Search for a Cat
9 - Remove a Dog
10 - Remove a Cat
11 - Set Kennel capacity
12 - Set Cattery capacity
0 - Quit
What would you like to do:

Which dog do you want to search for?
Name: Mist
Original Owners: [John Silve 5341]
Favourite Food: Chicken
Food per day: 4
Lives Bones: false
Needs Walks: false

1 - Add a new Dog
2 - Add a new Cat
3 - Set up/change Kennel name
4 - Set up/change Cattery name
5 - Display all Dogs in the Kennel
6 - Display all Cats in the Cattery
7 - Search for a Dog
8 - Search for a Cat
9 - Remove a Dog
10 - Remove a Cat
11 - Set Kennel capacity
12 - Set Cattery capacity
0 - Quit
What would you like to do:
```

Figure 6: Screenshot showing a dog ‘Mist’ being searched in the current kennel