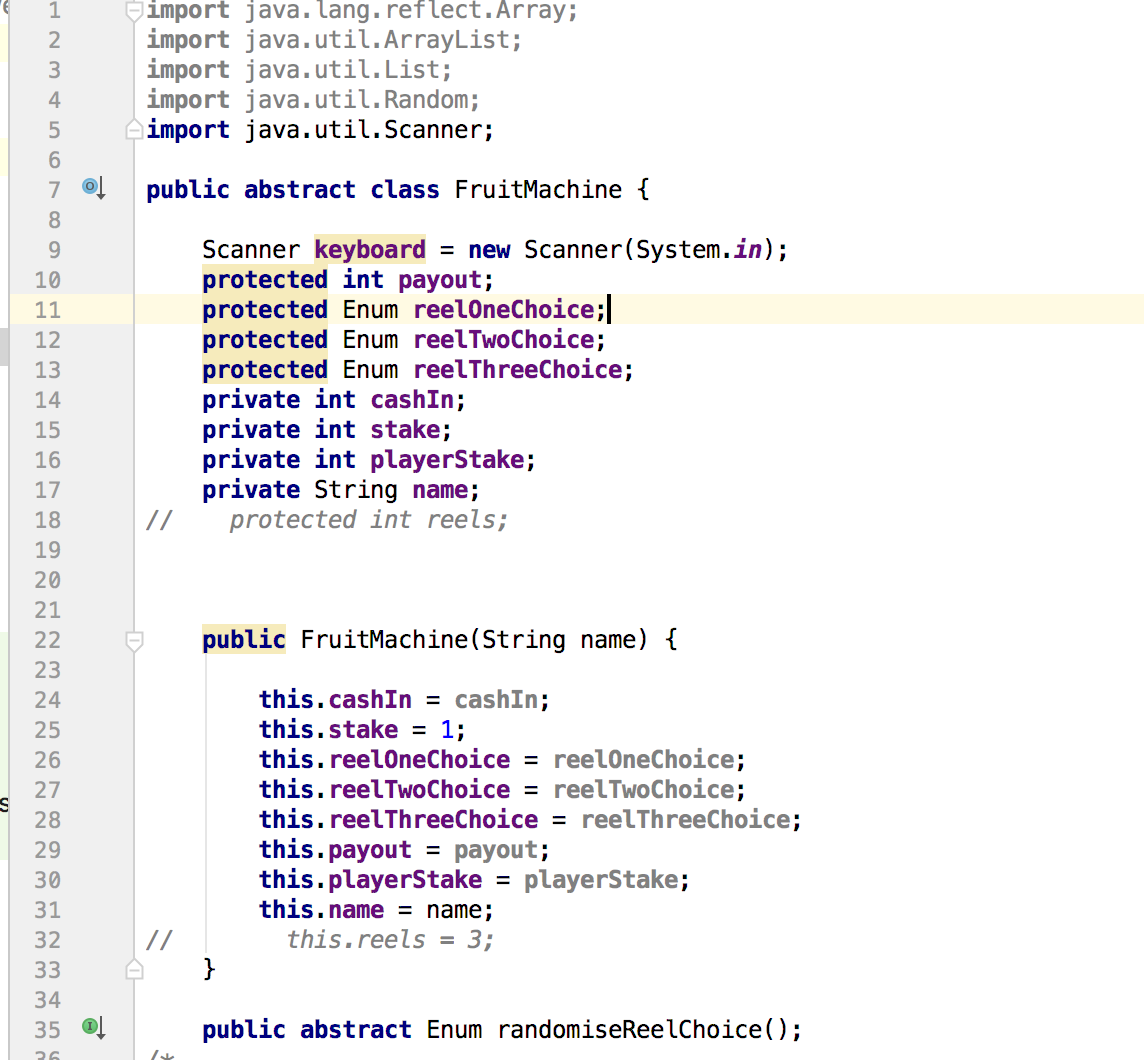
Evidence for Implementation and Testing Unit.

Pauline Cairns

E21

I.T 1- Demonstrate one example of encapsulation that you have written in a program.

Fruit Machine project



I.T 2 - Example the use of inheritance in a program.

CodeClanTowers homework

Class



**A Class that inherits from the previous class**

**Bedroom extends Room and takes in information from BedroomType**



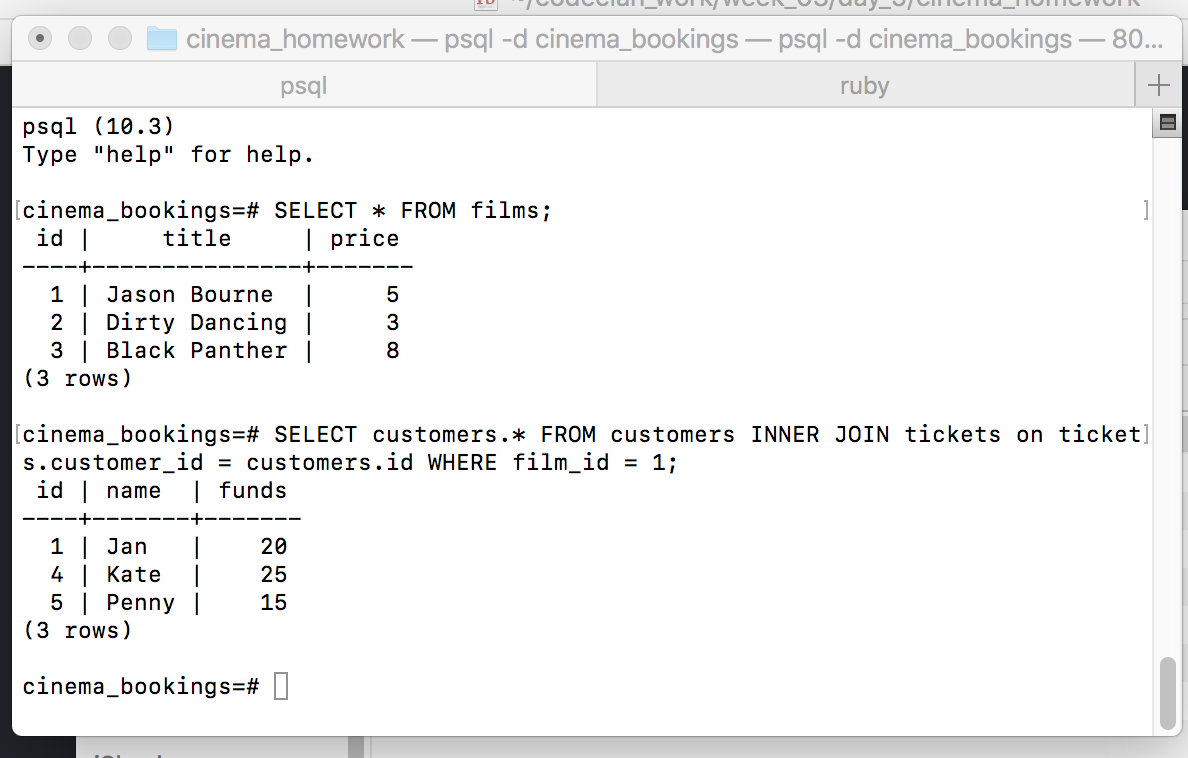


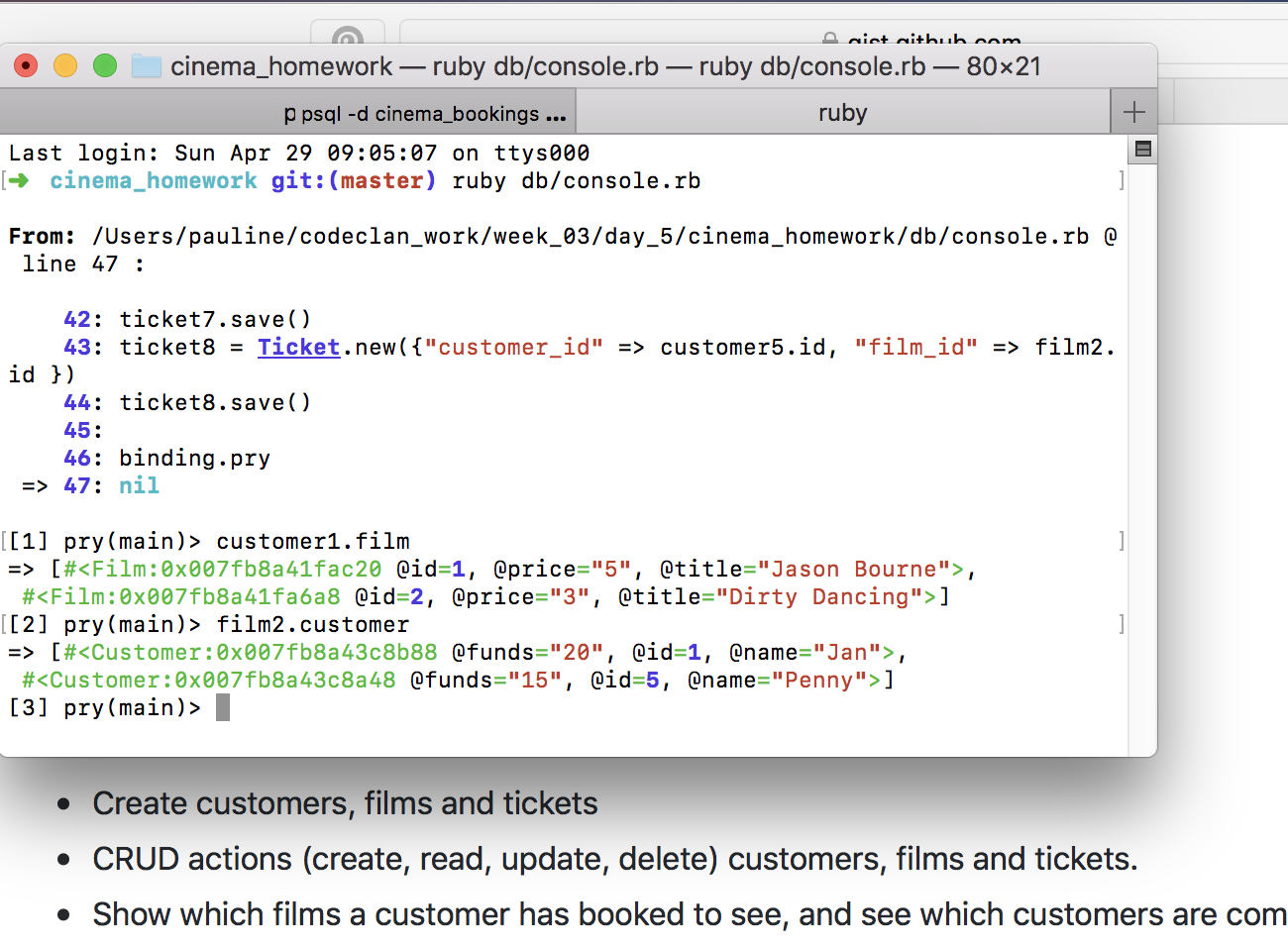
I.T 3 - Example of searching

(if you do not have a search and sort algorithm, write one up, take a screenshot. Remember to include the results as well)

From film.rb in Cinema weekend 3 homework



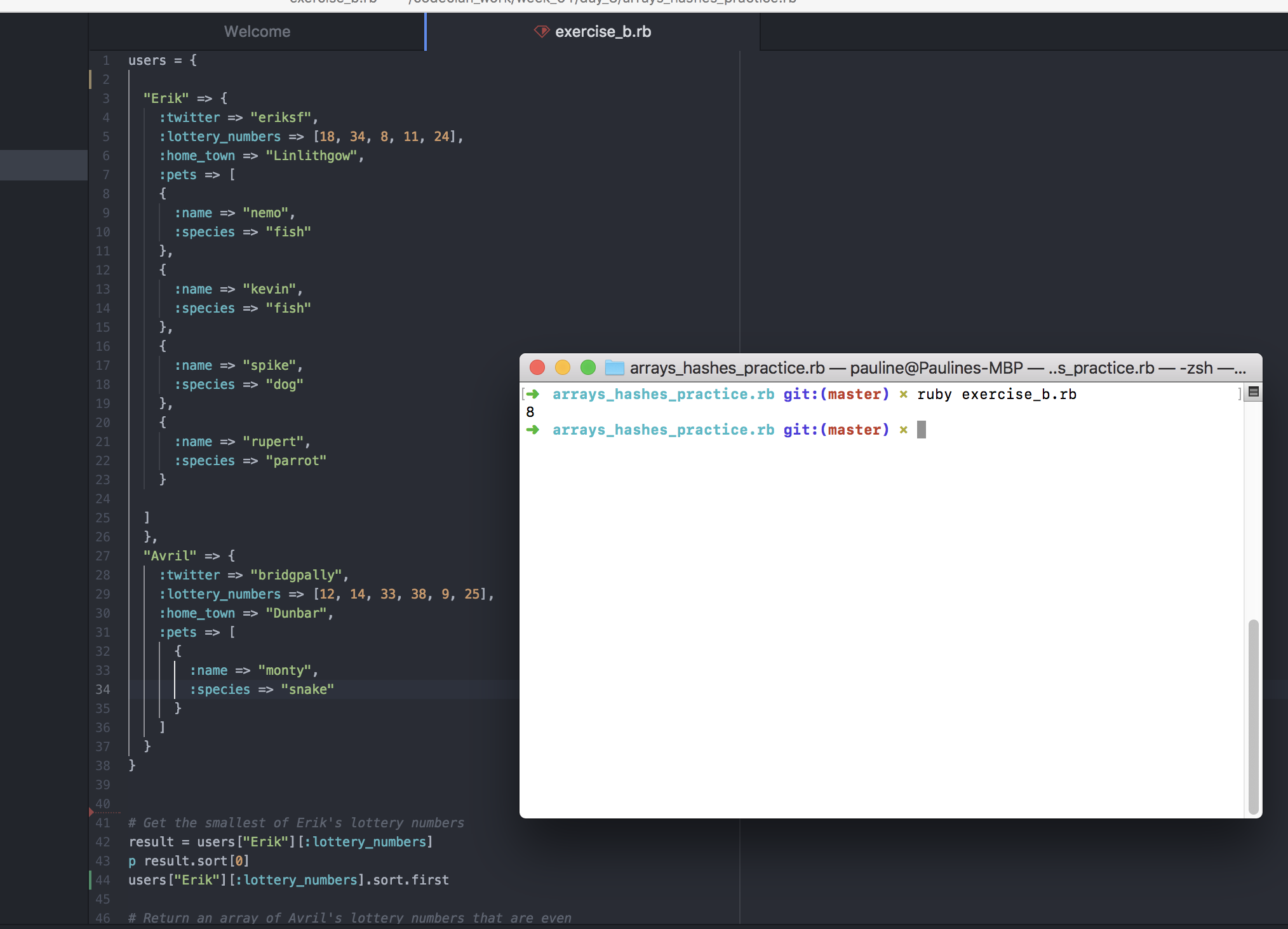
How many people watching one film

Check in pry

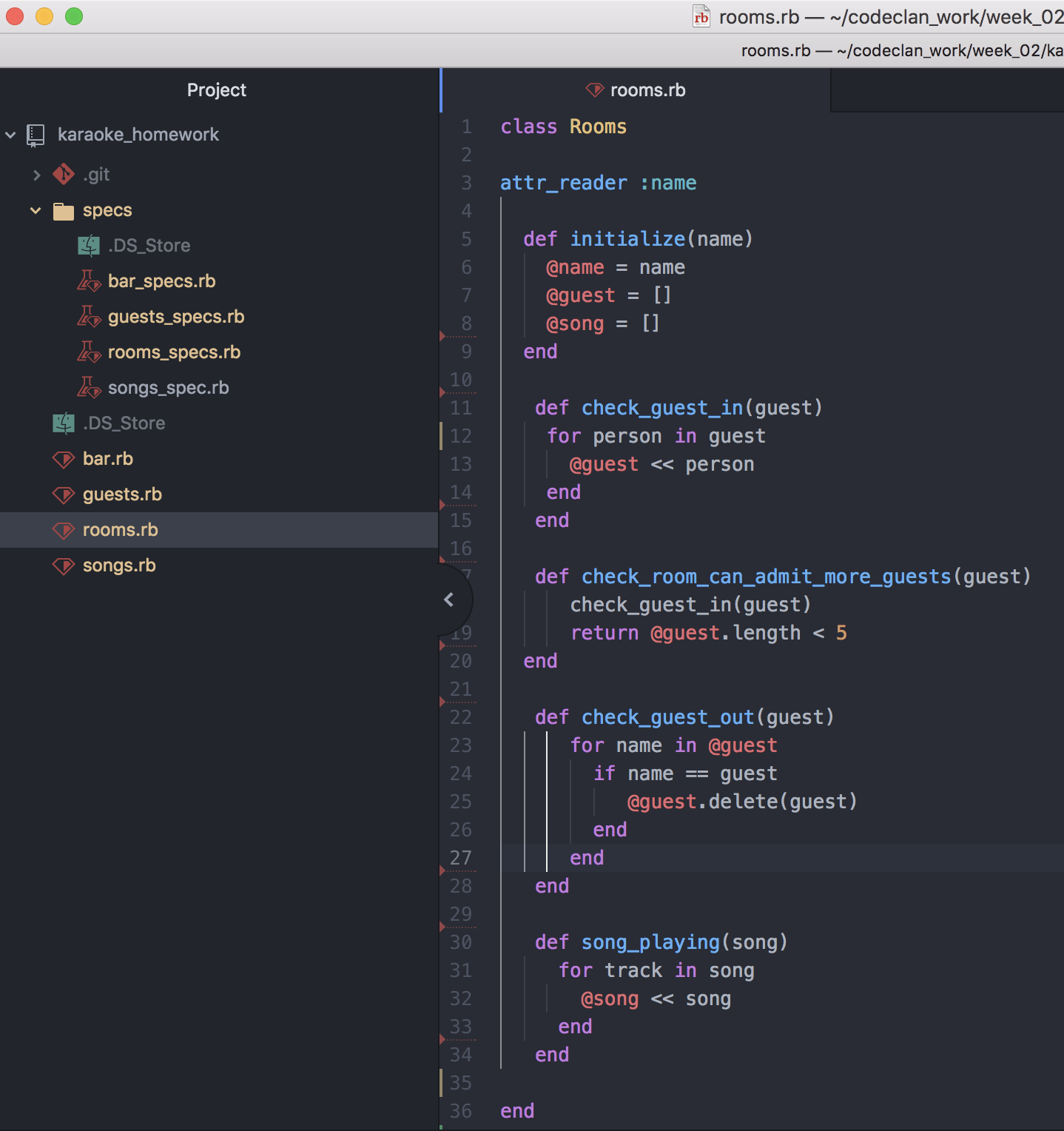
I.T 4 – Example of sorting

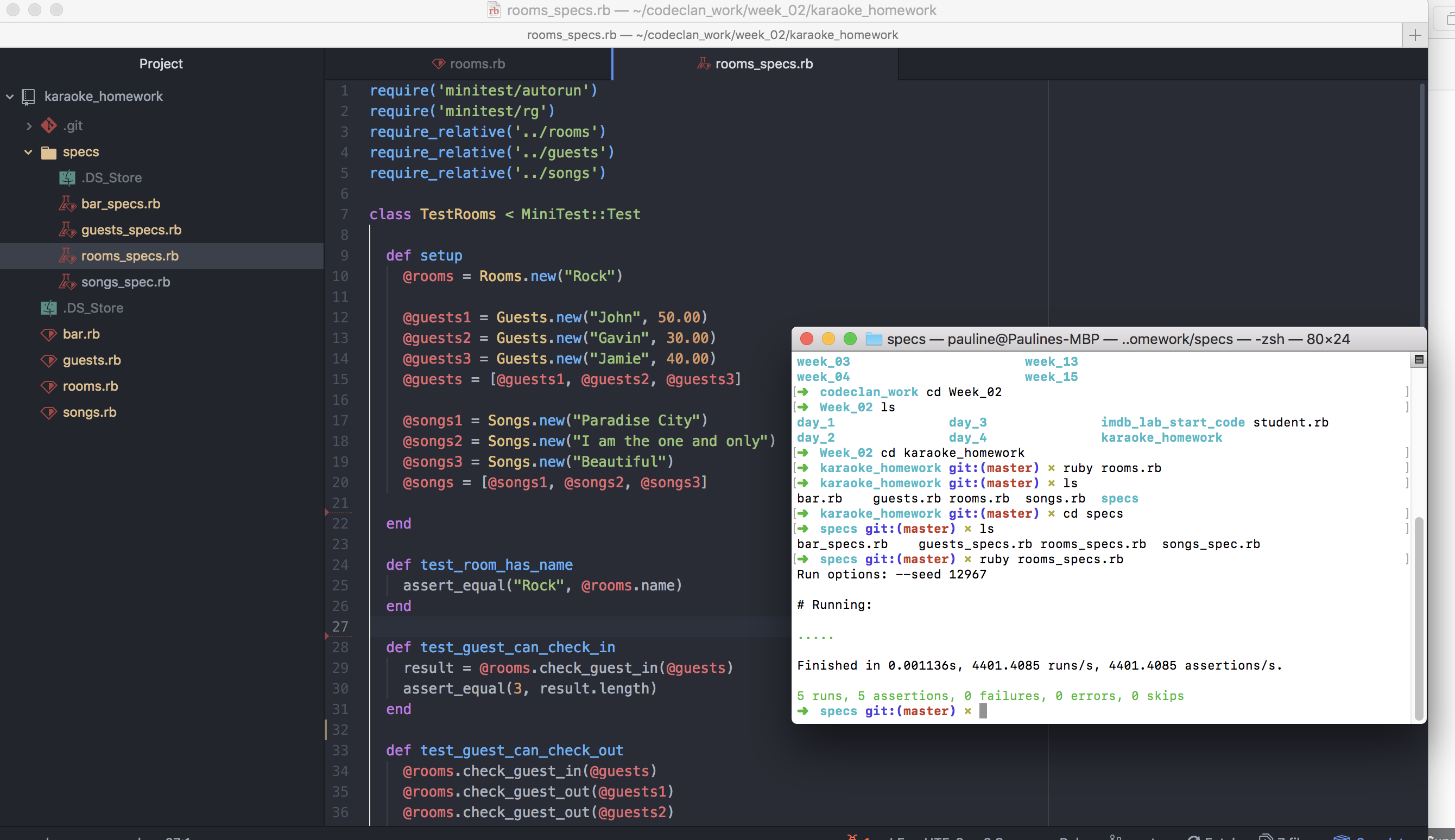
Week 1 Day 3 arrays\_hashes\_practice homework





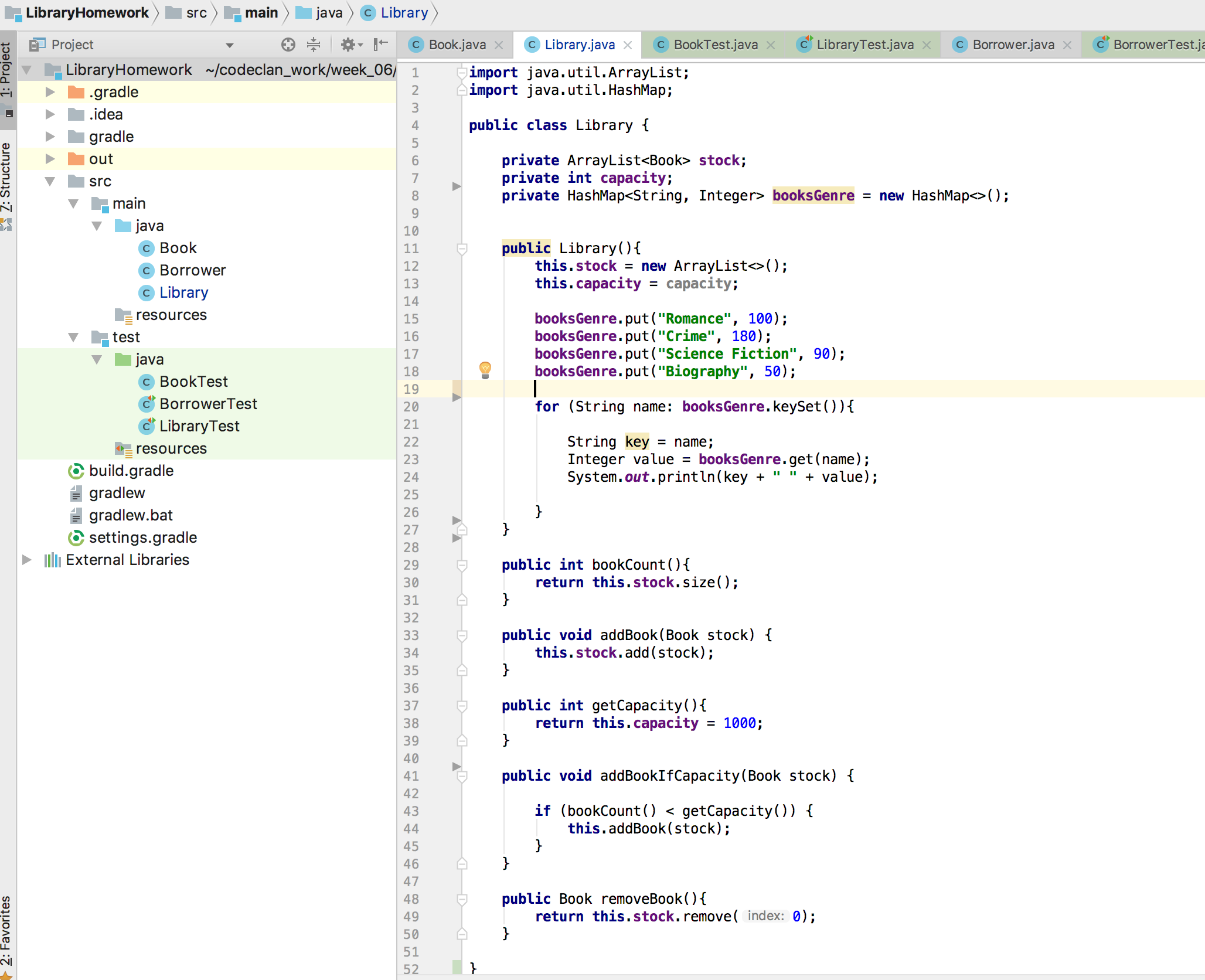
I.T 5 - Example of an array, a function that uses an array and the result



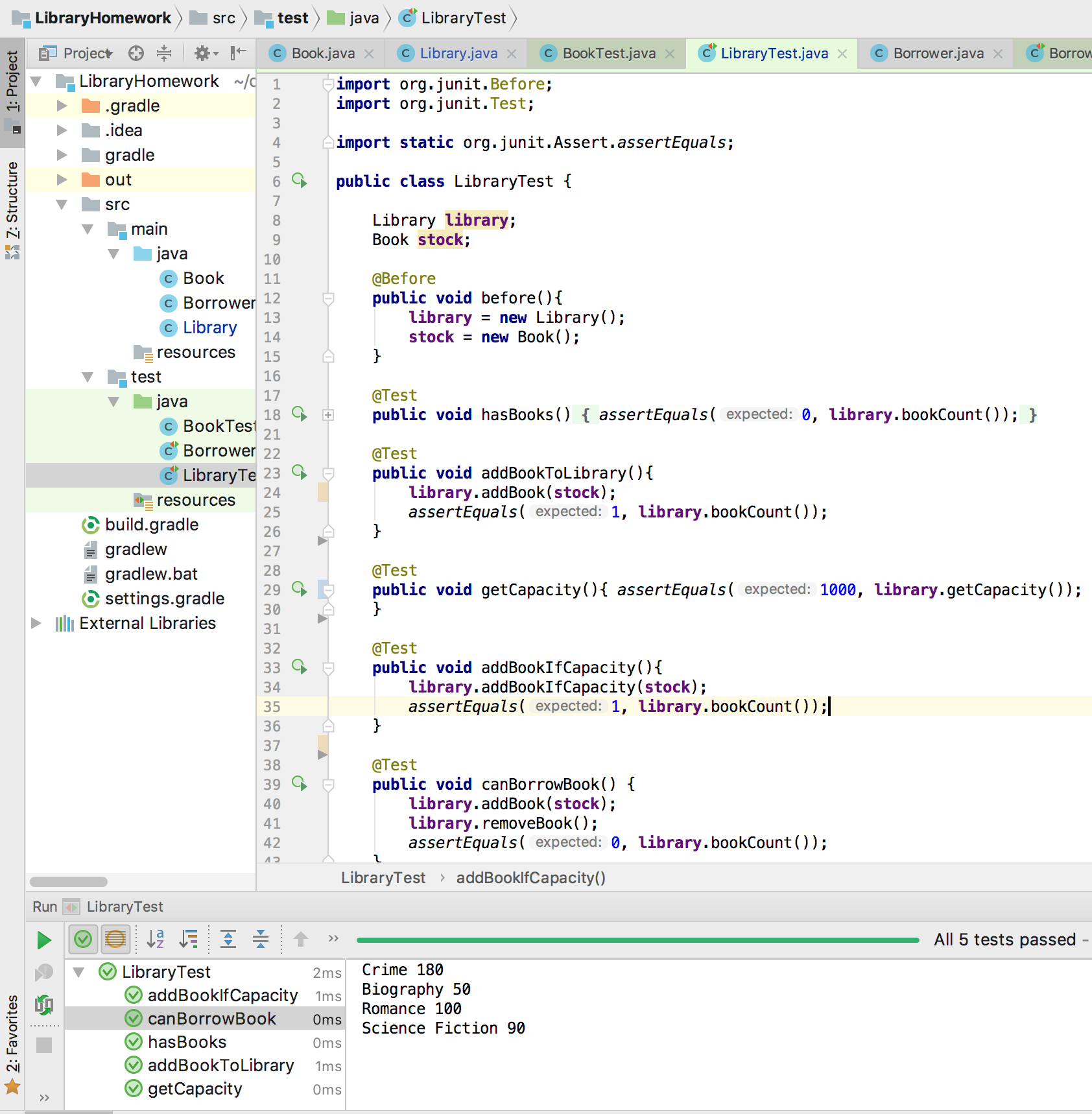


I.T 6 - Example of a hash, a function that uses a hash and the result

Week 6 Day2 - Library homework

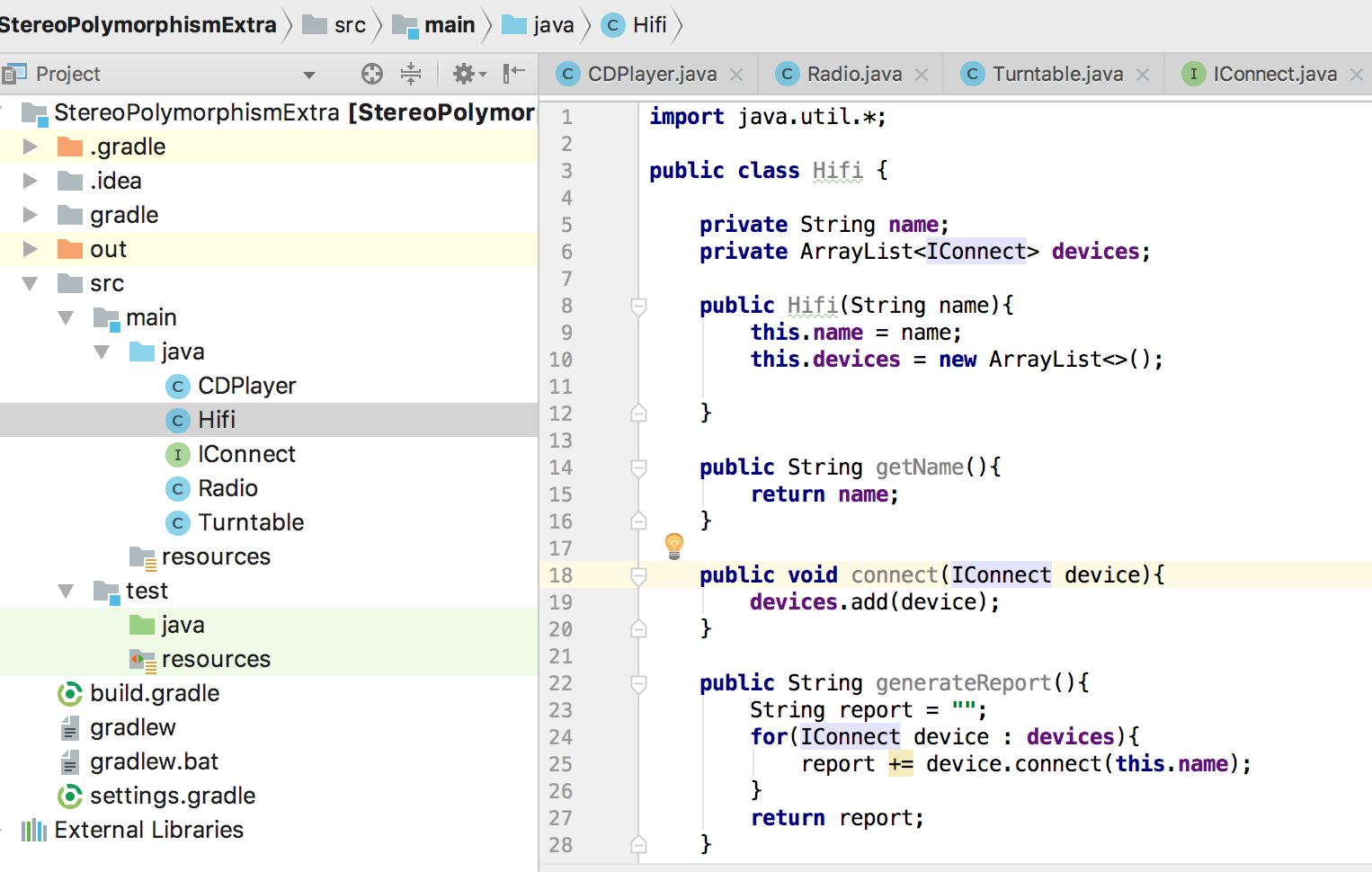


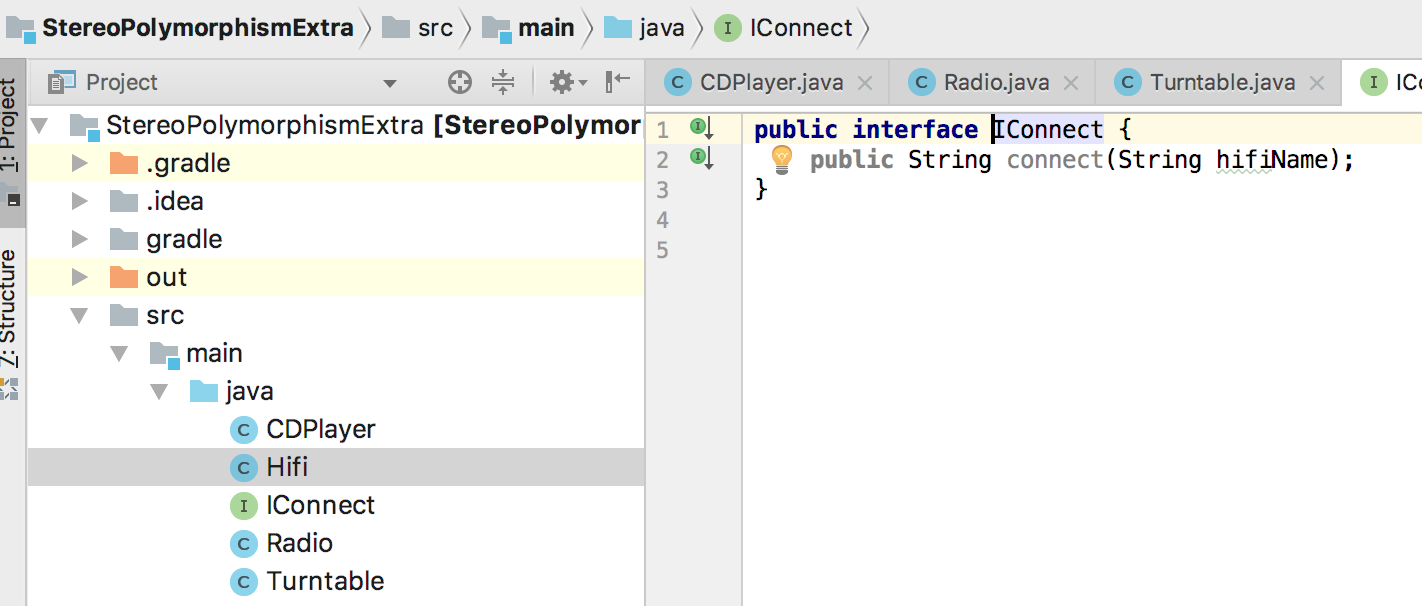
Demonstrating result of function working

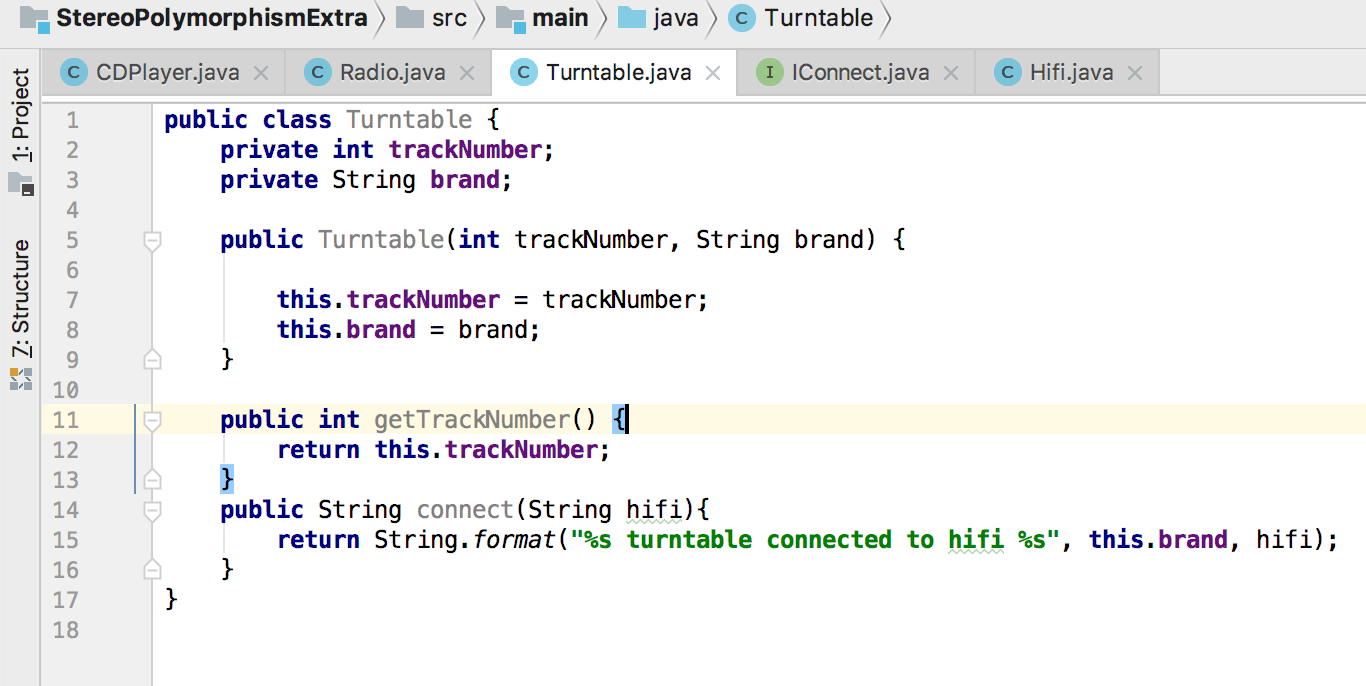


I.T 7 - Example of polymorphism in a program

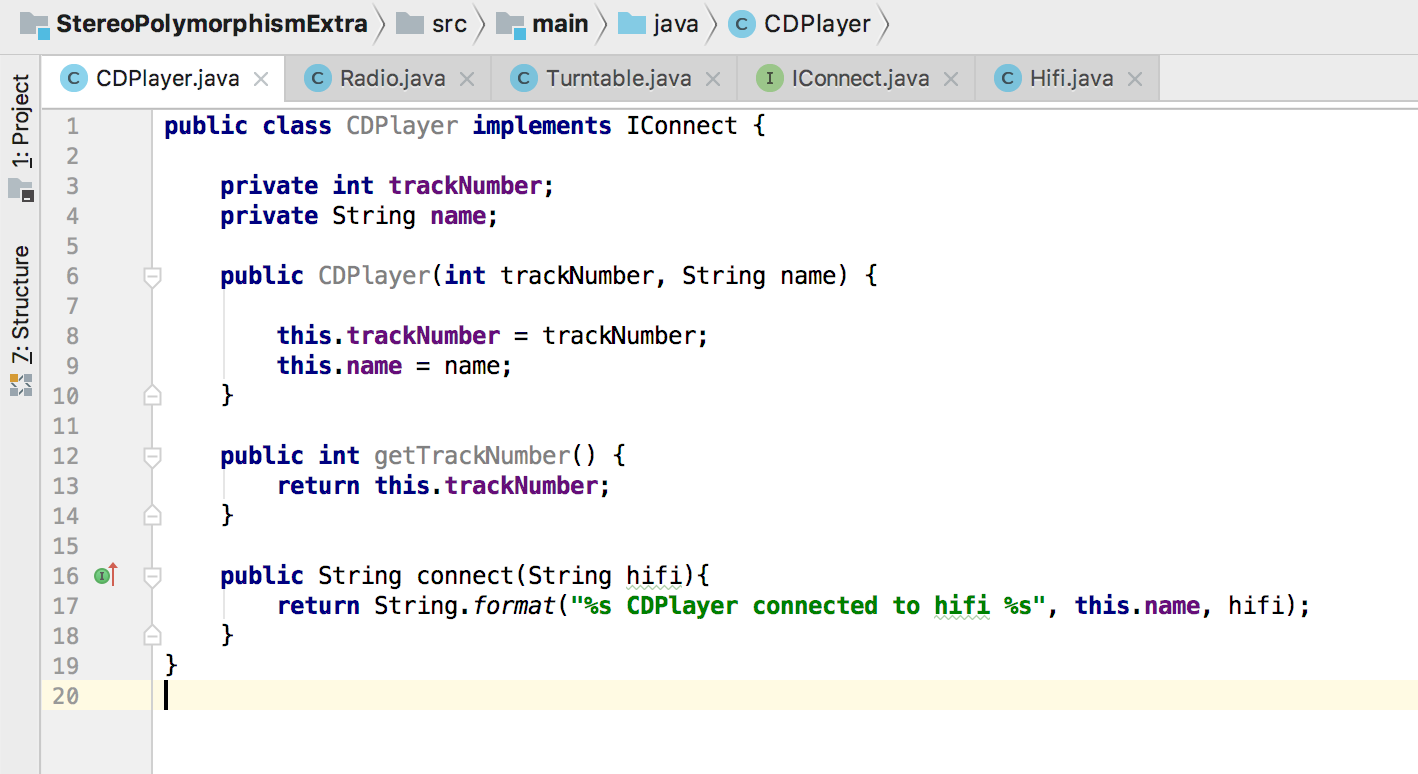
StereoPolymorphism











**Coding exercise 1: Static and Dynamic testing task A – see documentation at P18 in Project Unit file**

**Coding exercise 2: Unit and Integration testing task B**

**Unit Testing – two Atom screenshots provided as difficult to read otherwise.**

