

Patrick Niederhauser
Fish Market Essay

This project used inheritance to create different types of fish objects with unique indexes, weights and prices. The prices are dependent on the weights of each fish, scallop, crab, or shrimp. I looked up the average prices for each of the creatures and used a random number generator to generate a random weight for each object. Since I generated a random weight the price was also randomized since they are dependent on one another. Another feature this project had was custom “weight” the user can add. This weight is imputed via a scanner and increases the amount of fish caught vs crabs, scallops or shrimp. In excel i displayed two graphs one in which the “weight” was default and one in which the weight was shifted so that more fish was caught. I included three graphs, one graph that displayed the weights of a default configuration, a second graph that displayed the type counts of a default configuration, and a third graph that displays the type count of a “weighted” input. I included all these graphs below.



