

PDA: Software Development

Implementation and Testing

Level 8

Iain Paterson

Cohort E15

I.T 1

Screenshot of Encapsulation

```
public abstract class Competitors {  
    private NationalCountry country;  
    private ArrayList<Medal> medals;  
    private SportPlayed sport;  
  
    public Competitors(NationalCountry country, SportPlayed sport) {  
        this.country = country;  
        this.sport = sport;  
        this.medals = new ArrayList<>();  
    }  
  
    public NationalCountry getCountry() { return country; }  
    public ArrayList<Medal> getMedals() { return medals; }  
    public SportPlayed getSport() { return sport; }  
    public void addMedal(Medal medal) { this.medals.add(medal); }  
}
```

I.T 2

Screenshot of the use of Inheritance

```

1  package com.example.user.raysmusicstore;
2
3
4  public abstract class Instrument {
5
6      private String brand;
7      private String colour;
8      private String family;
9
10
11     public Instrument(String brand, String colour, String family) {
12         this.brand = brand;
13         this.colour = colour;
14         this.family = family;
15     }
16
17     public String getBrand(){
18         return this.brand;
19     }
20
21     public String getColour(){
22         return this.colour;
23     }
24
25     public String getFamily(){
26         return this.family;
27     }
28
29 }
30

```

A class that inherits from the previous class

```

1  package com.example.user.raysmusicstore;
2
3
4  public class KettleDrum extends Instrument implements Playable {
5
6      String skinType;
7
8      public KettleDrum( String brand, String colour,String family, String skinType ){
9          super(brand, colour, family);
10         this.skinType = skinType;
11     }
12
13     public String play() { return ( "BOOM BOOM BOOM" ); }
14
15
16
17     public String getSkin() {
18         return skinType;
19     }
20
21
22 }
23

```

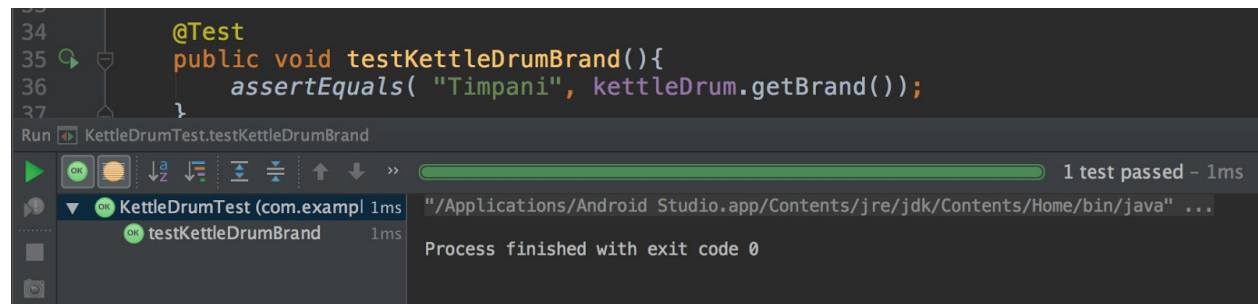
An object in the inherited class

```

10 public class KettleDrumTest {
11
12     KettleDrum kettleDrum;
13
14     @Before
15     public void before(){
16         kettleDrum = new KettleDrum( "Timpani", "Bronze", "Percussion", "Cow Hide" );
17     }
18
19     @Test
20     public void testKettleDrumSkin() { assertEquals( "Cow Hide", kettleDrum.getSkin()); }
21
22     @Test
23     public void testKettleDrumMakesNoise() { assertEquals( "BOOM BOOM BOOM", kettleDrum.play()); }
24
25     @Test
26     public void testKettleDrumColour() { assertEquals( "Bronze", kettleDrum.getColour()); }
27
28     @Test
29     public void testKettleDrumBrand(){
30         assertEquals( "Timpani", kettleDrum.getBrand());
31     }
32
33     @Test
34     public void testKettleDrumFamily() { assertEquals( "Percussion", kettleDrum.getFamily()); }
35
36 }

```

A method that uses the information from the inherited class



The screenshot shows the IDE interface. The top part displays the code for the `testKettleDrumBrand` method, which asserts that the brand of the `kettleDrum` is "Timpani". Below the code, the `Run` tab is active, showing a successful test run. The console output indicates that 1 test passed in 1ms, and the process finished with exit code 0.

```

34     @Test
35     public void testKettleDrumBrand(){
36         assertEquals( "Timpani", kettleDrum.getBrand());
37     }

```

Run KettleDrumTest.testKettleDrumBrand

1 test passed - 1ms

KettleDrumTest (com.exempl 1ms

testKettleDrumBrand 1ms

Process finished with exit code 0

I.T 3

Demonstration of searching data in a program

```

def self.find( id )
  sql = "SELECT * FROM animals
  WHERE id = $1;"
  values = [id]
  found = SqlRunner.run( sql, values )
  return found.map{ |animal_type| Animal.new( animal_type )}[0]
end

```

Searched for data

```
[1] pry(main)> Animal.find(13)
=> #<Animal:0x007fad2236d310
  @age=4,
  @date_entered="2017-05-12",
  @id=13,
  @name="Rover",
  @photo="dog.jpg",
  @type="dog",
  @vet_id=5>
```

```
[2] pry(main)> Animal.find(16)
=> #<Animal:0x007fad23099e58
  @age=7,
  @date_entered="2017-04-09",
  @id=16,
  @name="Willow",
  @photo="cat.jpg",
  @type="cat",
  @vet_id=6>
```

I.T 4

Demonstration of sorting data in a program

Array to be sorted

```
1  movie_titles = [
2      'Matrix',
3      'Stand By Me',
4      'Conspiracy Theory',
5      'Avatar',
6      'Robocop',
7      'Beverly Hills Cop'
8  ]
9
```

Function that uses the array

```
10  def get_movies(array)
11  |    return array.sort
12  end
13
14  puts get_movies(movie_titles)
15
```

Sorted array in alphabetical order

psql	ruby
[➔ pda_example ruby array_sort.rb	
Avatar	
Beverly Hills Cop	
Conspiracy Theory	
Matrix	
Robocop	
Stand By Me	

I.T 5

Demonstrate the use of a Hash

i_t_5.rb	i_t_6.rb
1	teams_stadiums = { :rangers => 'Ibrox',
2	:juventus => 'Juventus Stadium',
3	:manchester_United => 'Old Trafford',
4	:bayern_Munich => 'Allianz Arena',
5	:barcelona => 'Camp Nou',
6	:benfica => 'Estadio da Luz'}
7	
8	

Function that uses hash

```
def rangers_stadium(hash)
  return hash[:rangers]
end

puts rangers_stadium(teams_stadiums)
```

Result of function

ruby	ruby app...	psql
[→ week_2	ruby i_t_6.rb	
Ibrox		
→ week_2		

I.T 6

Demonstration the use of an Array

i_t_5.rb	i_t_6.rb
1	football_teams = ['Rangers', 'Juventus', 'Manchester United',
2	'Bayern Munich', 'Barcelona', 'Benfica']
3	
4	

Function that uses array


```
def get_team(array)
  return array.reverse
end
```

```
puts get_team(football_teams)
```

Result of function

ruby	ruby app...	psql
[→ week_2 ruby i_t_5.rb		
Benfica		
Barcelona		
Bayern Munich		
Manchester United		
Juventus		
Rangers		
→ week_2		

I.T 7

The use of polymorphism

The Guitar Class which implements the Playable interface and play method

```

1 package com.example.user.raysmusicstore;
2
3
4 public class Guitar extends Instrument implements Playable {
5
6     int numberOfStrings;
7
8     public Guitar( String brand, String colour, String family, int numberOfStrings){
9         super(brand, colour, family);
10        this.numberOfStrings = numberOfStrings;
11    }
12
13    public String play() {
14        return ( "Strum Strum Strum" );
15    }
16
17    public int getStrings() { return numberOfStrings; }
18
19 }
20
21
22

```

The playable interface with the play method

```

1 package com.example.user.raysmusicstore;
2
3
4
5 public interface Playable {
6
7     String play();
8 }
9

```

The play method being tested in the guitar test

```

1 package com.example.user.raysmusicstore;
2
3 import static org.junit.Assert.*;
4 import org.junit.*;
5
6 public class GuitarTest {
7
8     Guitar guitar;
9
10    @Before
11    public void before() { guitar = new Guitar( "Fender", "Red", "Percussion", 6 ); }
12
13    @Test
14    public void numberOfStings() { assertEquals( 6, guitar.getStrings()); }
15
16    @Test
17    public void testGuitarMakesSound(){
18        assertEquals( "Strum Strum Strum", guitar.play());
19    }
20
21    @Test
22    public void testGuitarColour() { assertEquals( "Red", guitar.getColour()); }
23
24    @Test
25    public void testGuitarBrand() { assertEquals( "Fender", guitar.getBrand()); }
26
27    @Test
28    public void testGuitarFamily() { assertEquals( "Percussion", guitar.getFamily()); }
29
30 }
31
32
33
34
35
36
37
38
39
40
41

```

Result of the play method being tested


```
1 package com.example.user.raysmusicstore;
2
3 import static org.junit.Assert.*;
4 import org.junit.*;
5
6 public class GuitarTest {
7
8     Guitar guitar;
9
10    @Before
11    public void before() { guitar = new Guitar( "Fender", "Red", "Percussion", 6 ); }
12
13
14
15    @Test
16    public void numberOfStings() { assertEquals( 6, guitar.getStrings()); }
17
18
19
20    @Test
21    public void testGuitarMakesSound(){
22        assertEquals( "Strum Strum Strum", guitar.play());
23    }
24 }
```

Run GuitarTest.testGuitarMakesSound

1 test passed - 1ms

GuitarTest (com.example.user.raysmusicstore) 1ms

testGuitarMakesSound 1ms

Process finished with exit code 0