

Phil Mitchell - PDA - Implementation & Testing Unit

I.T 1 - Encapsulation

```
1  class Guest
2      attr_reader :guest_name, :favourite_song
3      attr_accessor :wallet
4
5      def initialize(input_guest_name, input_favourite_song)
6          @guest_name = input_guest_name
7          @wallet = rand(50)
8          @favourite_song = input_favourite_song
9      end
10
```

I.T 2 - Inheritance

```
package instruments;

public abstract class Instrument {
    private String material;
    private String family;
    private String colour;

    public Instrument(String material, String family, String colour) {
        this.material = material;
        this.family = family;
        this.colour = colour;
    }
}
```

```
package instruments;

public class Trumpet extends Instrument{
    private int numberOfValves;

    public Trumpet(String material, String family, String colour, int numberOfValves) {
        super(material, family, colour);
        this.numberOfValves = numberOfValves;
    }
}
```

```
testTrumpet = new Trumpet( material: "Brass", family: "Brass", colour: "Metallic", numberOfValves: 3);
```

I.T 3 - Search Function & Result

```
9  get '/seeker' do
10    @days = ["Monday", "Tuesday", "Wednesday", "Thursday", "Friday", "Saturday", "Sunday"]
11    today = Date.today.strftime("%A")
12    @days_deals = Deal.find_day_deals(today)
13    @title = "Today's Deals"
14    erb( : "user/index" )
15  end
16
```

```
102  def self.find_day_deals(day)
103    sql = "SELECT * FROM deals
104    WHERE day = $1"
105    values = [day]
106    result = SqlRunner.run(sql, values)
107    return result.map { |deal| Deal.new(deal) }
108  end
109
```

Tuesday's Deals

2 for 1 Cheeseburgers	
Yo Burga	Saving: £4.00
4 for 1	
Yo Burga	Saving: £12.30
2 for 1 Tofu Burger	
Burgers Done Lightly	Saving: £5.25

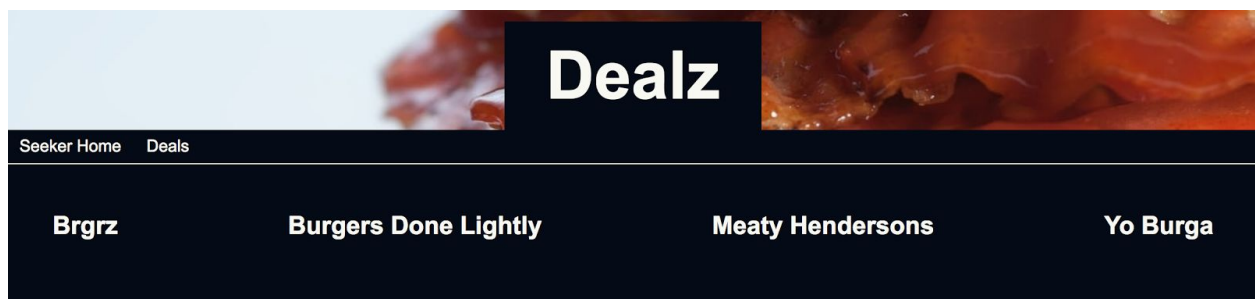
I.T 4 - Sort Function & Result

```
get '/seeker/eateries' do
  @eateries = Eatery.find_all
  erb( : "user/eateries/index" )
end
```

```
def self.find_all
  sql = "SELECT * FROM eateries"
  result = SqlRunner.run(sql)
  eateries = result.map { |eatery| Eatery.new(eatery) }
  return eateries.sort { |x, y| x.name <=> y.name }
end
```

```
<nav class="nav_bar">
  <ul>
    <li><a href="/seeker">Seeker Home</a></li>
    <li><a href="/seeker/deals">Deals</a></li>
  </ul>
</nav>

<div class="seeker_index">
  <% @eateries.each do |eatery| %>
    <a href="/seeker/eateries/<%= eatery.id %>">
      
      <h2><%= "#{eatery.name}" %></h2>
    </a>
  <% end %>
</div>
```



I.T 5 - Array

```
1 class Room
2   attr_accessor :room_name, :guests, :songs, :room_fee
3
4   def initialize(input_room_name)
5     @room_name = input_room_name
6     @room_size = 8
7     @guests = []
8     @songs = []
9     @room_fee = {
10      "Rock" => 10,
11      "Hip-Hop" => 8,
12      "Pop" => 3,
13      "Mix n Mash" => 5
14    }
15  end
16
17  def check_in(guest)
18    @guests.unshift(guest) if @guests.length < @room_size
19  end
20
21  def check_out(guest)
22    @guests.delete(guest)
23  end
24
25  def add_song(song)
26    @songs.unshift(song)
27  end
28
29 end
30
```

```
10: def setup
11:   @room = Room.new("Rock")
12:   @song1 = Song.new("RATM", "Wake Up")
13:   @song2 = Song.new("N.W.A.", "Express Yo Self")
14:   @song3 = Song.new("The Rolling Stones", "Paint it Black")
15:   @song4 = Song.new("Jimi Hendrix", "Little Wing")
16:   @guest1 = Guest.new("Phil", @song1)
17:   @guest2 = Guest.new("Alex", @song2)
18:   @guest3 = Guest.new("Matt", @song1)
19:   @guest4 = Guest.new("Jardine", @song2)
20:   @guest5 = Guest.new("Ben", @song3)
21:   @guest6 = Guest.new("Sophie", @song4)
22:   @guest7 = Guest.new("Mark", @song3)
23:   @guest8 = Guest.new("Fraser", @song4)
24:   @guest9 = Guest.new("Kris", @song2)
25:   binding.pry
=> 26: end

[[1] pry(#<TestRoom>)> @room.check_in(@guest1)
=> [#<Guest:0x007f9d23300aa8
  @favourite_song=
    #<Song:0x007f9d233011b0 @artist="Wake Up", @title="RATM">,
  @guest_name="Phil",
  @wallet=17>]
```

I.T 6 - Hash

```
1 class Game
2   def initialize(input_player1, input_player2)
3     @player1_choice = input_player1
4     @player2_choice = input_player2
5   end
6
7   def result
8     win = {
9       "rock" => "scissors",
10      "scissors" => "paper",
11      "paper" => "rock"
12    }
13    return "Draw" if @player1_choice == @player2_choice
14    return "Player 1 wins with #{@player1_choice}!" if win[@player1_choice] == @player2_choice
15    return "Player 2 wins with #{@player2_choice}!"
16  end
17
18 end
```

```
5 get '/:player1/:player2' do
6   player1 = params[:player1]
7   player2 = params[:player2]
8   return "Invalid player 1 choice!" if !["rock", "paper", "scissors"].include?(player1)
9   return "Invalid player 2 choice!" if !["rock", "paper", "scissors"].include?(player2)
10  game = Game.new(player1, player2)
11  @result = game.result
12  erb(:result)
13 end
```

← → ↺ 🏠 ⓘ localhost:4567/rock/paper

- [Welcome](#)

Player 2 wins with paper!

I.T 7 - Polymorphism

```
package shop.items;

import instruments.Instrument;
import shop.ISell;

public class InstrumentForSale <T extends Instrument> implements ISell {
    private T item;
    private int buyPrice;
    private int sellPrice;

    public InstrumentForSale(T item, int buyPrice, int sellPrice) {
        this.item = item;
        this.buyPrice = buyPrice;
        this.sellPrice = sellPrice;
    }
}
```

```
package shop;

public interface ISell {

    public int calculateMarkup();
}
}
```

```
package shop;

import java.util.ArrayList;

public class Shop {
    ArrayList<ISell> stock;

    public Shop() {
        this.stock = new ArrayList<>();
    }
}
```