

I didn't really find anything to be difficult in this assignment. It was pretty straightforward. I did have a lot of "Ah-hah" moments though. I always knew this was possible, but it never occurred to me that extending an existing class and implementing my own methods could not only be fun but very useful. I also learned a lot about UML diagrams. One hard part about UML diagrams is understanding what the symbol means and all that. That can get kind of confusing. The assignment is complete. Total lines of code is 77 and total lines of unit test is 75. I have 100% unit tests in the problems that it was applicable to. There are zero cyclomatic complexity as all I did was write classes or override existing methods.