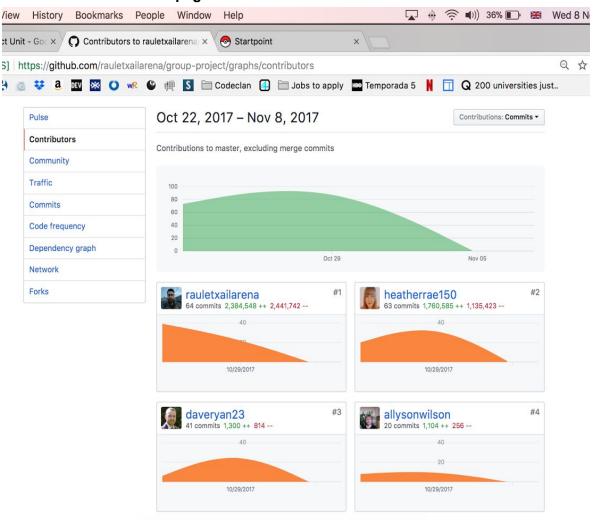
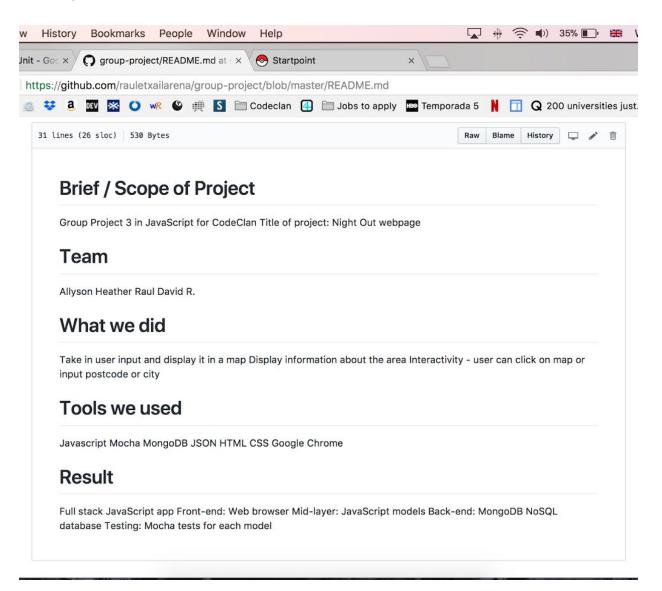
Evidence for Project Unit

Raul Ruiz Cohort 15 17/09/17

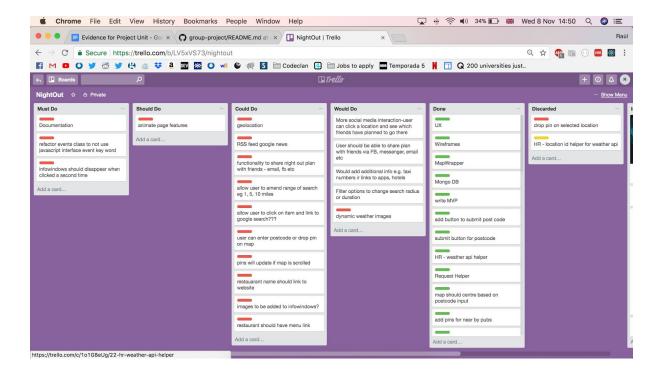
P-1 Github Contributors page



P- 2 Project Brief



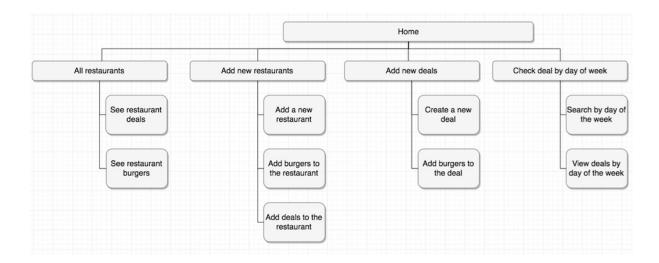
P-3 Planning during the group project



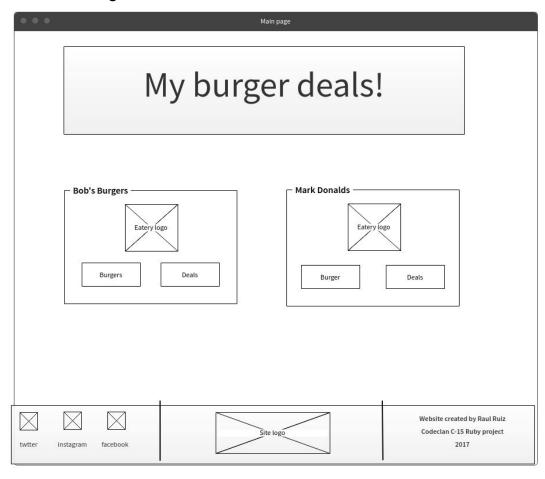
P-4 Acceptance Criteria

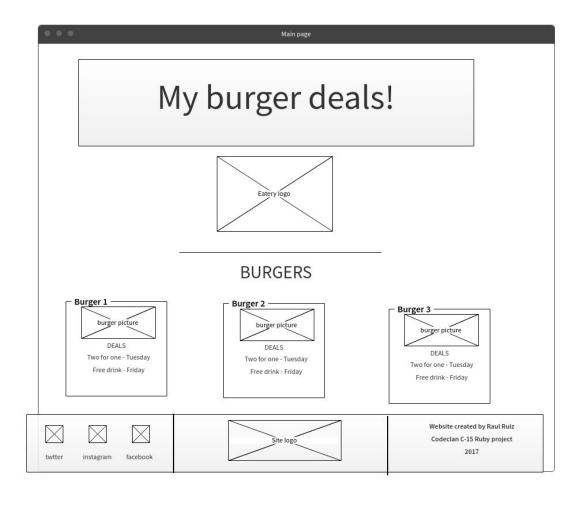
Acceptance Criteria	Expected Result	Pass/Fail
User can search by postcode	User will obtain data based on a postcode	Pass
Data filtered by postcode	The information displayed must be bound to the postcode entered by the user	Pass
Users can manage their preferences	Users can add and remove places to their <i>favourites</i> list	Pass
User can display their favourite places	Users can see their favourite places in a map	Pass
Users can obtain additional information about the area	Users receive weather conditions from the specific place and the specific date	Pass

P-5 User sitemap

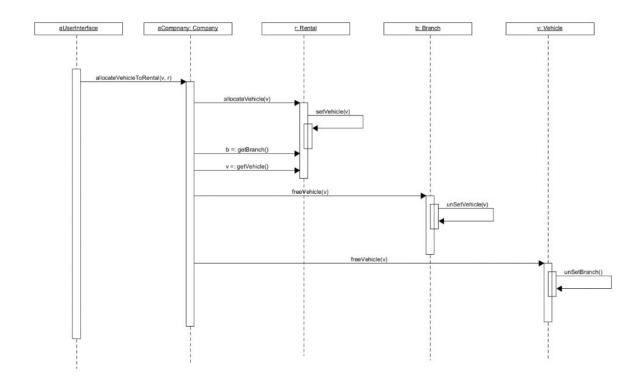


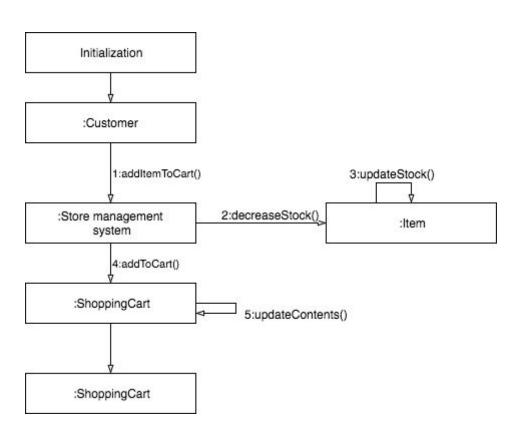
P-6 Wireframes designs



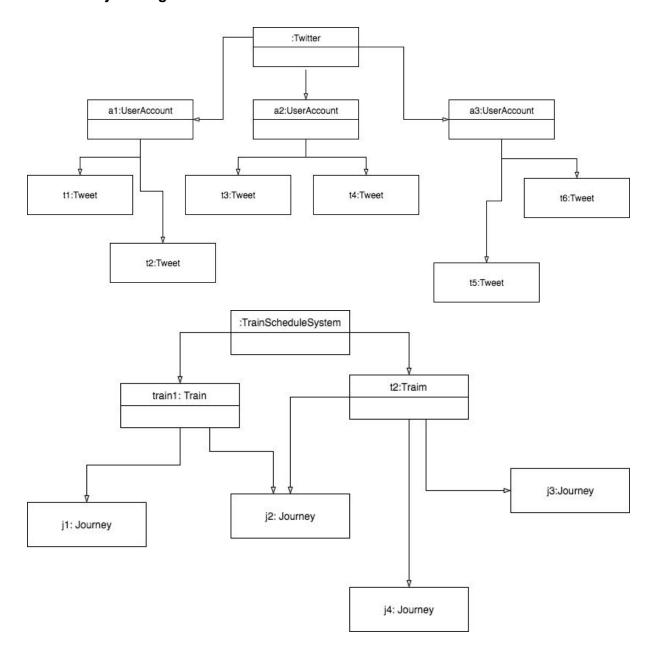


P-7 System interactions diagrams





P-8 Two Object Diagrams



P-9 Choice of two algorithms

Algorithm 1: Pokemon move selector

I used this algorithm to loop through a Pokemon object (obtained from an API request), select four moves randomly, and assign those four attacks to my model of that pokemon object.

Algorithm 2: Prime number function

This algorithm was used to determine if a specific number was prime or not. The way it works is as follows: If the number is 1, because it is an exception to the prime rule, it returns false. Else, the function will loop through each number from 1 to n - 1 and assign its value to i, divide the number by the value of i and return false only of the modulo value of the division is 0. Else, it will return true, which means that the number is prime.

P - 10 Example of Pseudocode

def find_deals_by_day_of_the_week(day_of_the_week)

each time this function is called there should be a series of eateries, a series of burgers and a series of deals

the function should be able to loop through the eateries

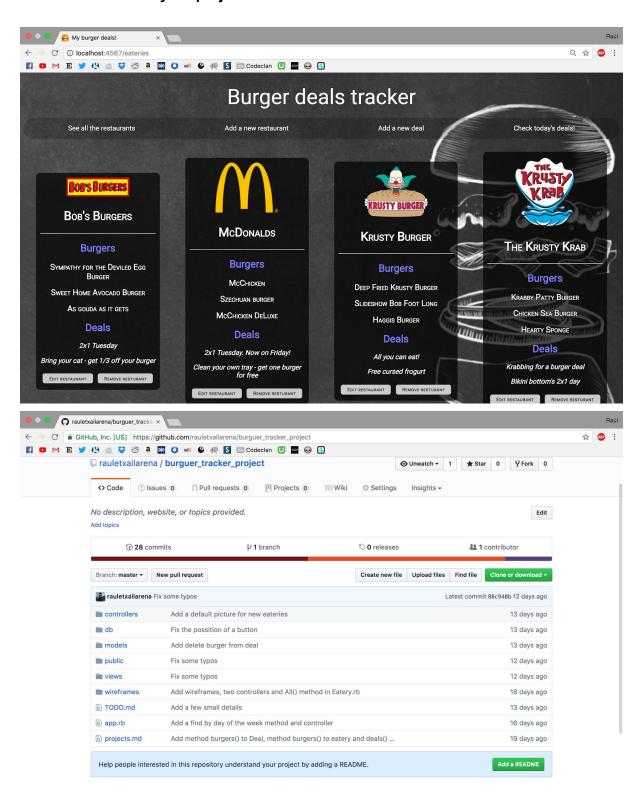
within the first loop it should also loop through all the deals

when looping through the deals it should check for the day of the week that the deal applies to

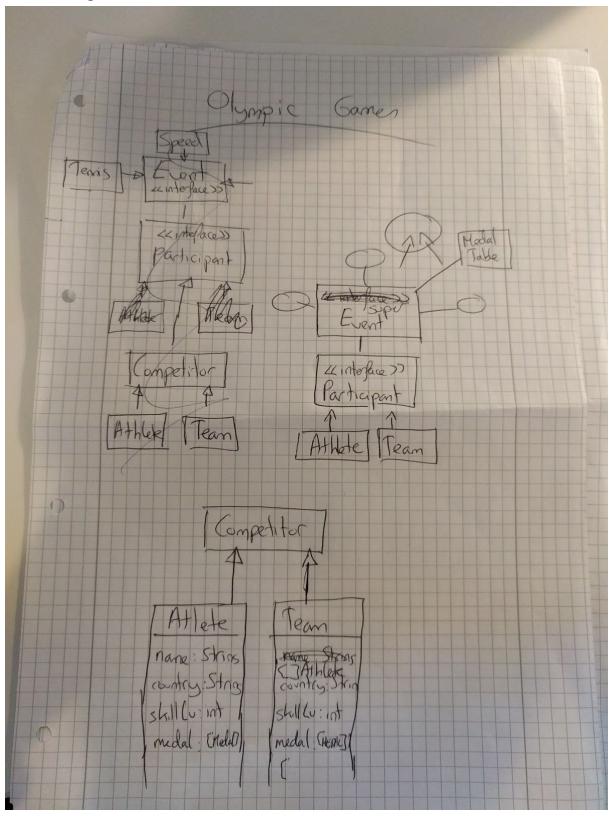
if the deal applies to the target day of the week, the function should add that deal to an array

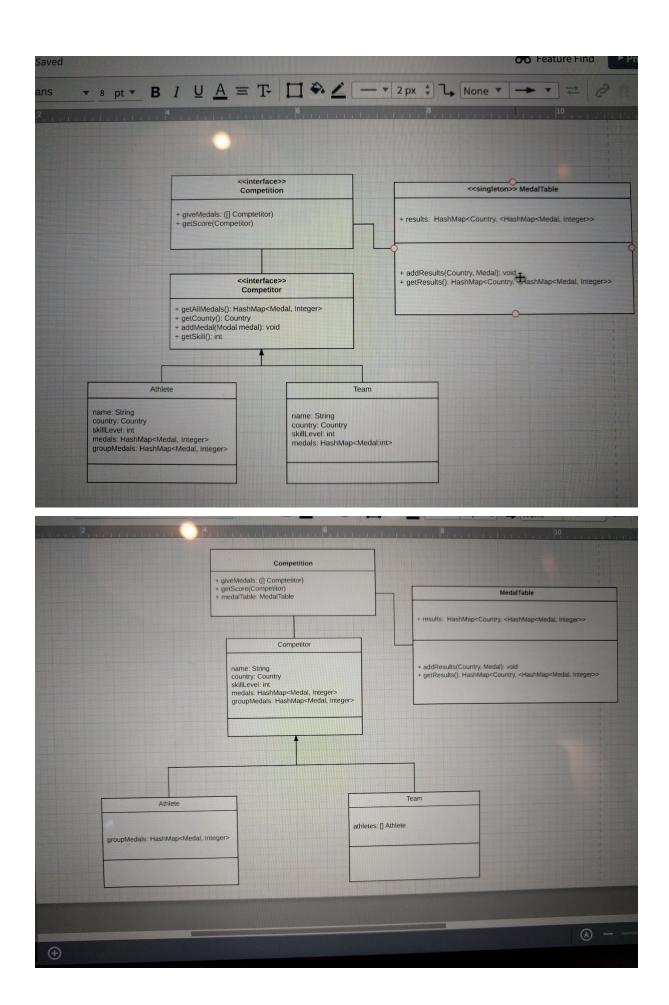
after both loops finish, the function should return an empty array if there are no deals for the target day of the week of populated with deals if there are end

P - 11 Github link to one of your projects

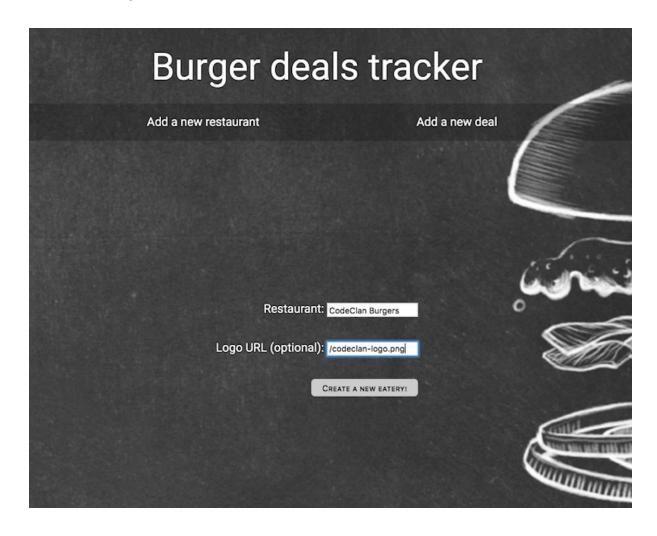


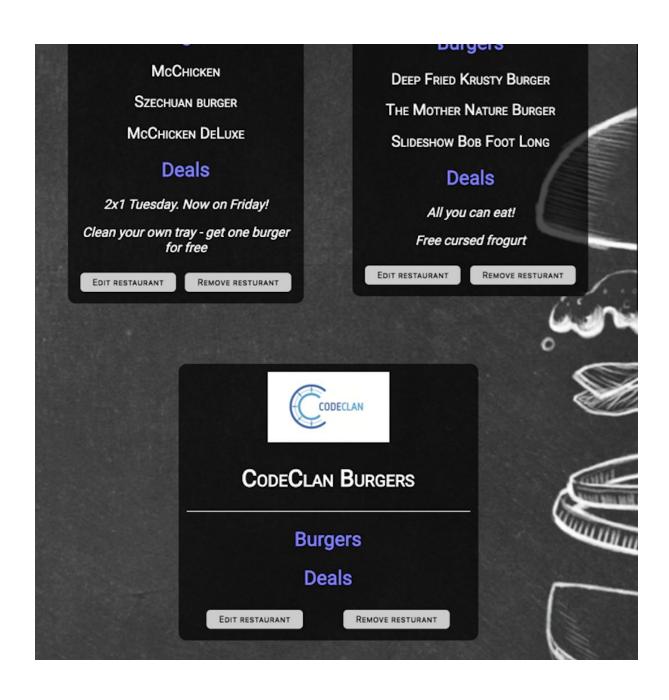
P - 12 Screenshot of your planning and the different stages of development to show changes.



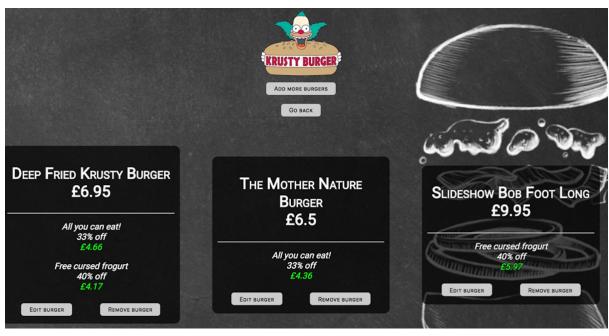


P - 13 User input

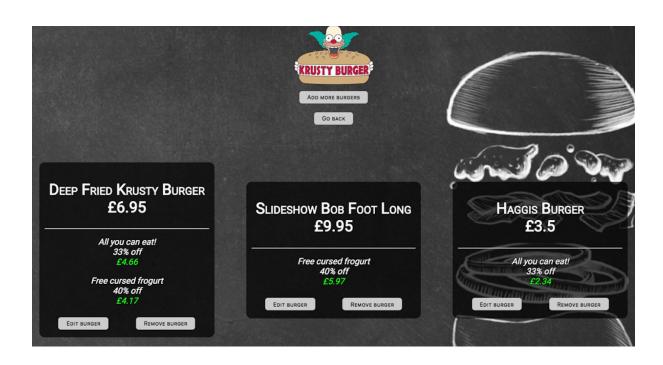




P - 14 Interaction with data persistence

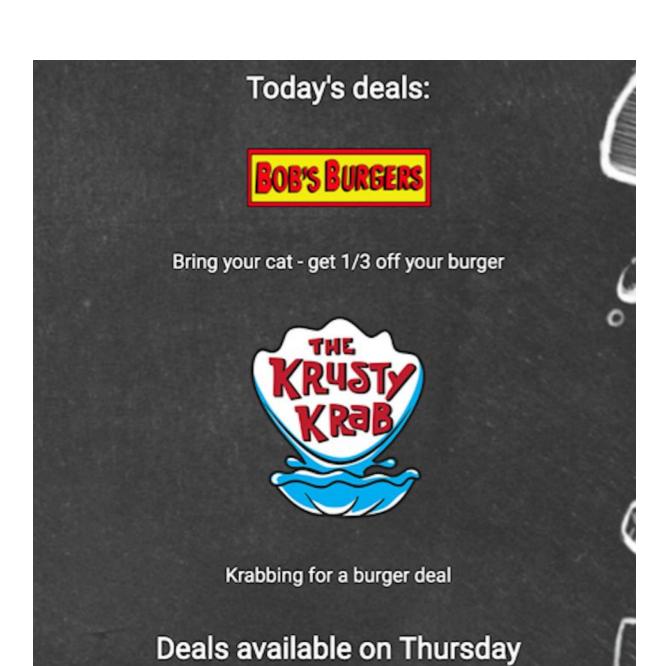




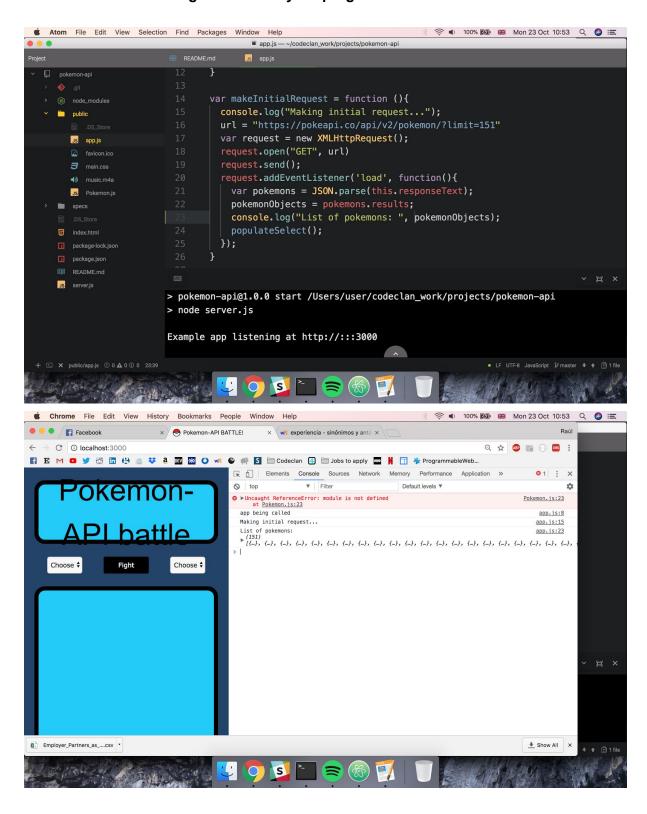


P - 15 User output result





P - 16 Show an API being used within your program.



P -17 Produce a bug tracking report

User must be able to look up by postcode			Passed
Users must be able to add favourites to their account	Failed	Implement database entry for each user	Passed
Wrong postcodes should not be processed	Failed	Add verification system to ensure correction	Passed
Marker should disappear when user removes destination from favourites	Failed	Update code to synchronize map markers with user database entry	Passed
User should be able to see deleted destinations	Failed	Added a list to keep track of deleted destinations	Passed

P - 18 Testing in a program.

First test:

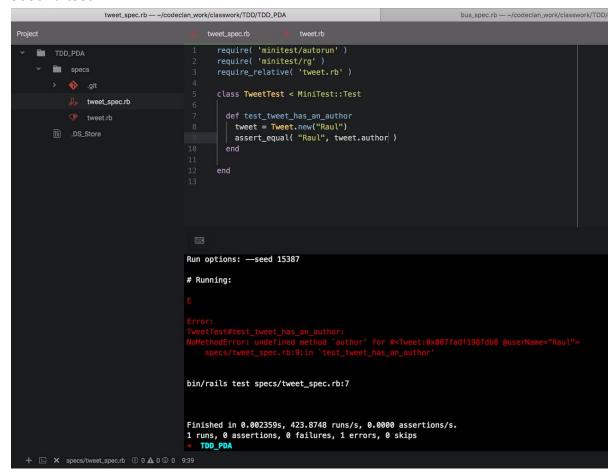
```
🖿 java 🛅 com 🛅 example 🛅 user 🛅 olympic_homework 🍪 AthleteTest
🏣 🗠 🔞 Competitor.java × 🔞 Athlete.java × 👶 AthleteTest.java × 👶 Runner.java ×
                                   athlete = new Athlete("Raul", Country.ESP, 9);
ework
                             @Test
public void athleteCangetSkill() throws Exception {
   assertEquals(9, athlete.getSkill());
                             @Test
public void athleteCangetAllMedals() throws Exception {
    HashMap<Medal, Integer> medals = athlete.getAllMedals();
    assertEquals(0, (int) medals.get(Medal.GOLD));
    assertEquals(0, (int) medals.get(Medal.SILVER));
    assertEquals(0, (int) medals.get(Medal.BRONZE));
ework ( 26
ework (28
                             @Test
public void getCountry() throws Exception {
   assertEquals(Country.ESP, athlete.getCountry());
   java.lang.AssertionError:
   Expected :ESP
Actual :GBR
<Click to see difference>
        at org.junit.Assert.failNotEquals(<u>Assert.java:834</u>) <2 internal calls> at com.example.user.olympic_homework.AthleteTest.getCountry(<u>AthleteTest.java:35</u>) <28 internal calls>
  Process finished with exit code 255
d Monitor 🕨 <u>4</u>: Run 🕞 TODO
                                                                                                                                             45:1 LF# UTF-8#
```

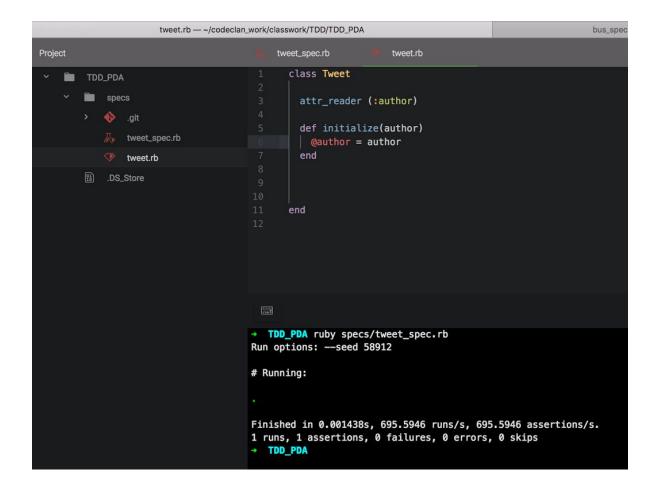
```
🖸 com 🖻 example 🖿 user 🕒 olympic_homework 💩 Competitor
                       C Athlete.java × C AthleteTest.java × C Runner.java ×
Competitor.java ×
      Competitor getCountry()
            public HashMap <Medal, Integer> getAllMedals() {
            }
            Country getCountry(){
                 return this country;
            private void setUpMedalCounter() {
                 this.medals = new HashMap<>();
                 this.medals.put(Medal.GOLD, 0);
                 this.medals.put(Medal.SILVER, 0);
                 this.medals.put(Medal.BRONZE, 0);
            void addMedal(Medal medal){
                 int currentMedalCount = this.medals.get(medal);
                  this.medals.put(medal, currentMedalCount + 1);
0
            abstract int getSkill();
🗖 🖁 💋 🛩 🤌 况 🐧 🐧 🔍 🗘 💠 🔷 🦠 🚾 AthleteTest.getCountry 🔻 🕨 🗡 🏗 👫 🔓 🔳 👢 📀 🖼 👢 ?
Olympic_homework 🗀 app 🗀 src 🗀 test 🗀 java 🖸 com 🛅 example 🛅 user 🗖 olympic_homework 🥝 AthleteTest
                     🔻 🕀 🖶 👫 👫 🔞 Competitor.java × 🔞 Athlete.java × 🐧 AthleteTest.java × 🐧 Runner.java
                                          AthleteTest

athlete = new Athlete("Raul", Country.ESP, 9);
   ▶ 🖿 manifests
                                             gTest
public void athleteCangetSkill() throws Exception {
    assertEquals(9, athlete.getSkill());
        😉 🚡 Athlete
         © Competitor
© Country
          ⑤ ℃ Medal
                                             @Test
public void athleteCangetAllMedals() throws Exception {
    HashMap-Medal, Integer> medals = athlete.getAllMedals();
    assertEquals(0, (int) medals.get(Medal.GOLD));
    assertEquals(0, (int) medals.get(Medal.SILVER));
    assertEquals(0, (int) medals.get(Medal.BRONZE));
}
          🕝 🚡 Runner
   ▶ ☐ res
                                             @Test
public void getCountry() throws Exception {
   assertEquals(Country.ESP, athlete.getCountry());
  1 test passed - 1ms
     @ getCountry
```

Process finished with exit code 0

Second test:





Third test:

