

Roen Blanke
Final project for CIT 111 - Intro to Java

```
run:
Welcome to your garden!

Please select one of the following:
1 - Plant a new plant
2 - Water Plants
3 - Turn lights on
4 - Pass time
5 - Check Garden Status

1
Would you like to plant a flower or tree?
Please type and enter your choice.
tree
What would you like to name your new plant?
joe
Welcome to your garden!

Please select one of the following:
1 - Plant a new plant
2 - Water Plants
3 - Turn lights on
4 - Pass time
5 - Check Garden Status

5
* * * GARDEN STATUS * * *
1. joe
Type.....tree
Hieght.....1.0cm
H2O.....0
CO2.....0
Light.....false

Welcome to your garden!

Please select one of the following:
1 - Plant a new plant
2 - Water Plants
3 - Turn lights on
4 - Pass time
5 - Check Garden Status
```

This is a garden simulation. The garden environment allows users to plant a new plant, water plants, turn a light on, pass time, and check the status of their plants.

This is an object-oriented program. Object-oriented design in this program is appropriate because the sole purpose of the program is to create as many instances of the same kind of object as the user wants and then to affect all of them at once at the user's discretion.

If I were to expand this program, then I would begin by implementing a simple graphical interface. Some kind of artwork to compliment the UI and the plants and the actions the user can take would make this program more enjoyable. The second step would be to make the users have to pick up a bucket with the mouse and drag to the plant(s) they would like to water and then upgrading all of the other activities to higher degrees of engagement. The next step I would take would be to enable the user to affect a set of plants other than all of them. After that I would enhance the kinds of activities the plant can have performed upon it. For example, pruning would be a fun exercise especially if the user had to manipulate the blades with their mouse.