ENSF 380

Exercises - Lesson 11

The following exercises correspond to the video for Lesson 11.

Exercise 11.1

1. Implement a full code solution for the UML diagram provided for Lab C Review.
2. Use the diagram to determine method/variable names, visibility, etc.
3. Each class should be public, therefore you should submit nine separate .java files.
4. A main with example data and a rubric breakdown are provided for your reference in the repository.
5. Most methods are setters/getters. You can see example output in the given main. However, some methods should have the following specific functionality:

> - The RewardsProfile constructor should throw a custom exception called InvalidRewardsNumException if an invalid rewards number is provided as input. A rewards number must be 7 elements long, and can only use numbers 0 through 9 (e.g. 0213928 is valid, 78943AZ is not).
> - Method enrollRewards must catch the custom exception from the RewardsProfile constructor if an invalid rewards number is provided as input. If the enrollment process is valid, the method should return true. If the exception is caught, the method should return false.
> - Check the given example output to see examples of how the Strings returned in summarizeCareInstructions and printReport should be formatted.

Important: You must follow the given UML diagram exactly.

Tip: Use the given main to test your methods with example data. Your code will be tested as outlined in the given rubric.

Lesson11_ClassRelationships/02_PetBookingSystem