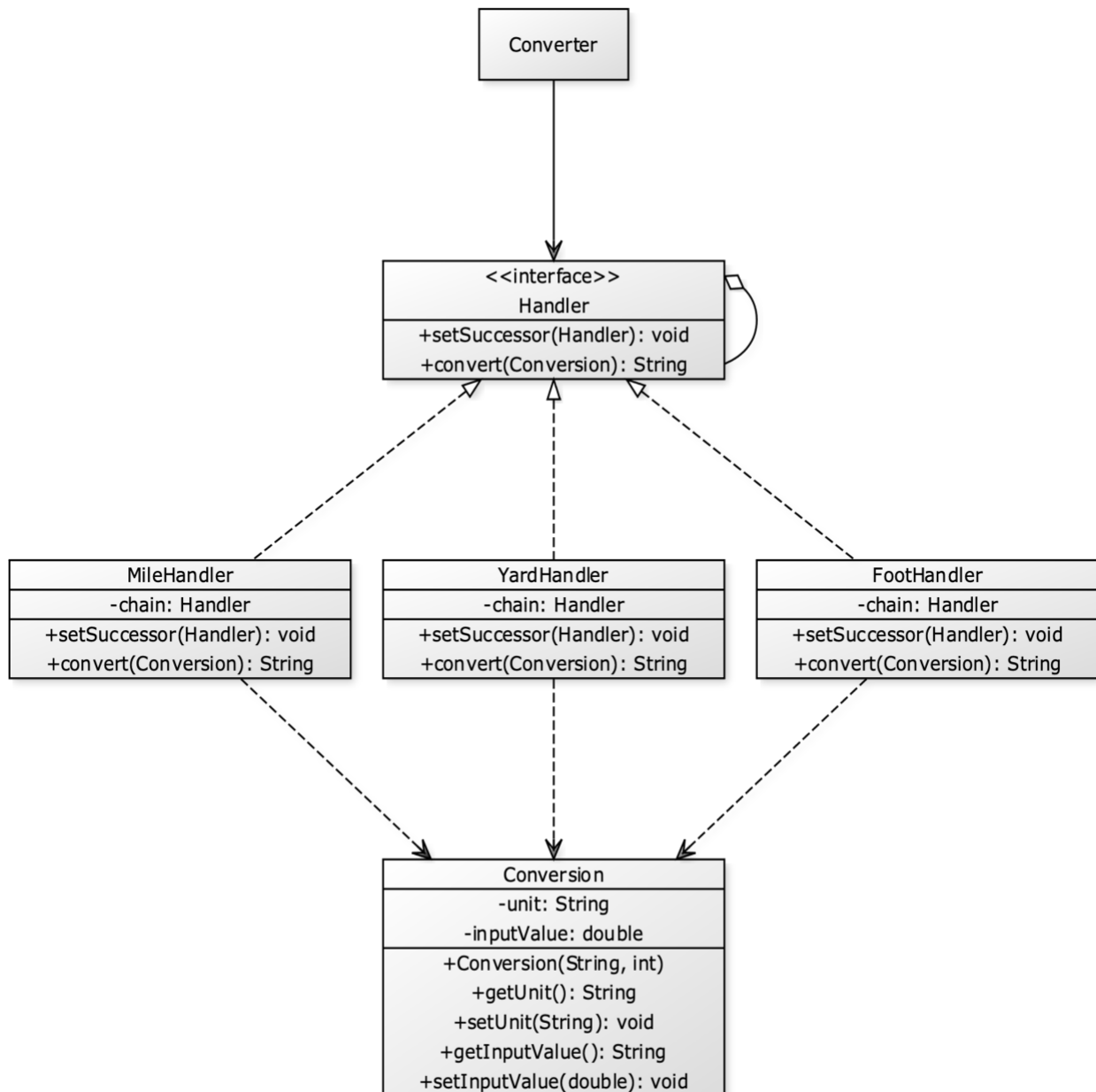


Assignment 4

Exercise 1:

Source files are located in src/Q1

UML Diagram:



Screenshots:

A screenshot of a macOS-style window titled "OOP: Assignment 4". The window contains a "Length Converter Program" interface. It features two input fields: the top one contains "1" and is labeled "Kilometer" to its right; the bottom one contains "0.621371". To the right of the bottom input field is a dropdown menu currently showing "Mile". Below these fields is a button labeled "Convert!".


A screenshot of the same "Length Converter Program" window. The top input field still contains "1" and is labeled "Kilometer". The bottom input field now contains "1093.61". The dropdown menu to the right of the bottom input field now shows "Yard". The "Convert!" button remains at the bottom.

A screenshot of the "Length Converter Program" window. The top input field contains "1" and is labeled "Kilometer". The bottom input field now contains "3280.84". The dropdown menu to the right of the bottom input field now shows "Foot". The "Convert!" button is still present at the bottom.

OOP: Assignment 4

Length Converter Program


Kilometer



OOP: Assignment 4

Length Converter Program


Kilometer



OOP: Assignment 4

Length Converter Program

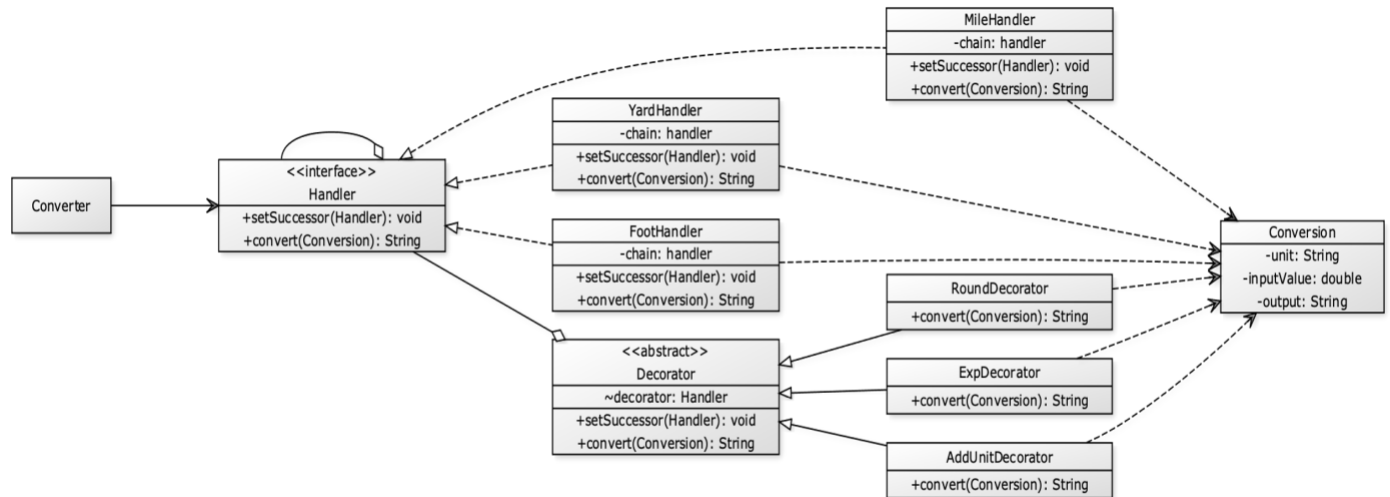
Kilometer



Exercise 2:

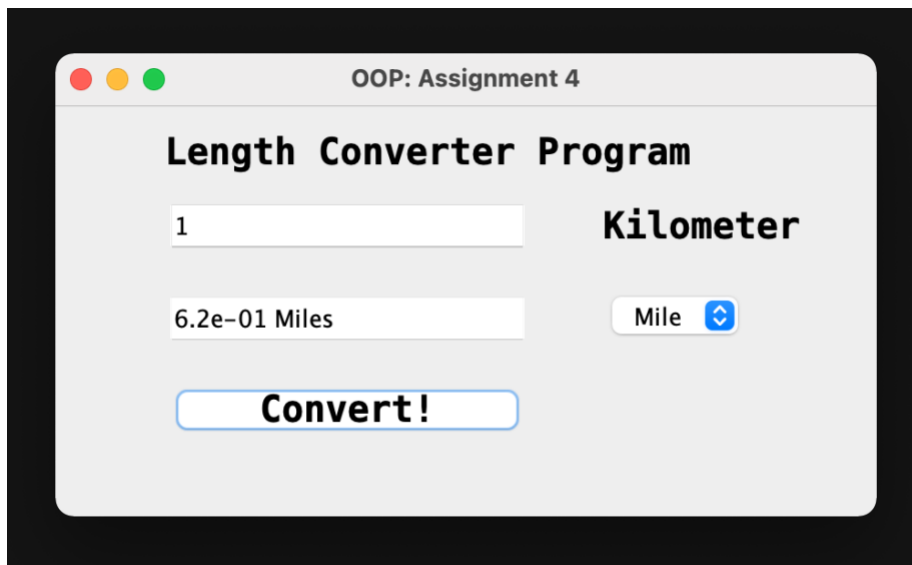
Source files are located in src/Q2

UML Diagram:



CREATED WITH YUML

Screenshots:



OOP: Assignment 4

Length Converter Program

1

Kilometer

1.1e+03 Yards

Yard

Convert!

OOP: Assignment 4

Length Converter Program

1

Kilometer

3.3e+03 Feet

Foot

Convert!