

Tree: 60b20fdad6 ▾

airport\_challenge / lib / airport.rb

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45 lines (38 sloc) | 976 Bytes

```
1  require_relative 'plane'
2  require_relative 'weather'
3  class Airport
4    DEFAULT_CAPACITY = 10
5    attr_reader :planes
6    attr_reader :weather
7    attr_accessor :capacity
8
9    def initialize(capacity = DEFAULT_CAPACITY)
10      @planes = []
11      @weather = Weather.new
12      @capacity = capacity
13    end
14
15    def land(plane, weather = @weather)
16      fail "Plane is grounded" if plane.flying == false
17      fail "Airport full" if full?
18      if weather.stormy
19        puts "Plane can't land yet due to stormy weather."
20      else
21        @planes << plane
22        plane.flying = false
23      end
24      weather.change_weather
25    end
26
27    def take_off(plane, weather = @weather)
28      fail "Airport doesn't contain that plane" if @planes.include?(plane) == false
29      if weather.stormy
30        puts "Plane has been temporarily grounded due to stormy weather."
31      else
32        @planes.delete(plane)
33        plane.flying = true
34      end
35      weather.change_weather
36    end
37
38    private
39
40    def full?
41      @planes.size >= @capacity
42    end
43
44  end
```

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airport\_challenge / lib / plane.rb

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10 lines (7 sloc) | 85 Bytes

```
1  class Plane
2    attr_accessor :flying
3
4    private
5
6    def initialize
7      @flying
8    end
9  end
```

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airport\_challenge / lib / weather.rb

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12 lines (9 sloc) | 167 Bytes

```
1  class Weather
2    attr_accessor :stormy
3
4    def initialize
5      @stormy = false
6    end
7
8    def change_weather
9      rand(6).zero? ? @stormy = true : @stormy = false
10   end
11 end
```

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airport\_challenge / spec / airport\_spec.rb

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50 lines (45 sloc) | 1.9 KB

```
1  require 'airport.rb'
2  describe Airport do
3
4      subject(:airport) { described_class.new }
5      let(:flying_plane) { double(:flying_plane, flying: true) }
6      let(:grounded_plane) { double(:grounded_plane, flying: false) }
7      let(:clear_weather) { double(:clear_weather, stormy: false, change_weather: true) }
8      let(:stormy_weather) { double(:stormy_weather, stormy: true, change_weather: false) }
9
10     describe 'capacity' do
11         it "should have a variable capacity" do
12             twenty_airport = Airport.new(20)
13             20.times { twenty_airport.land(Plane.new, clear_weather) }
14             expect { twenty_airport.land(flying_plane, clear_weather) }.to raise_error "Airport full"
15         end
16     end
17
18     describe '#land' do
19         it "raises an error when the plane is already grounded" do
20             expect { subject.land(grounded_plane, clear_weather) }.to raise_error "Plane is grounded"
21         end
22         it "adds a plane to the airport when weather isn't stormy" do
23             plane = Plane.new
24             subject.land(plane, clear_weather)
25             expect(subject.planes.include?(plane)).to eq true
26         end
27         it "doesn't add a plane to the airport when weather is stormy" do
28             subject.land(flying_plane, stormy_weather)
29             expect(subject.planes.include?(flying_plane)).to eq false
30         end
31     end
32
33     describe '#take_off' do
34         it "raises an error if the plane isn't in the airport" do
35             expect { subject.take_off(flying_plane, clear_weather) }.to raise_error "Airport doesn't contain that plane"
36         end
37         it "removes a plane from the airport when weather isn't stormy" do
38             plane = Plane.new
39             subject.planes << plane
40             subject.take_off(plane, clear_weather)
41             expect(subject.planes.include?(plane)).to eq false
42         end
43         it "doesn't remove plane from airport when weather is stormy" do
44             subject.planes << grounded_plane
45             subject.take_off(grounded_plane, stormy_weather)
46             expect(subject.planes.include?(grounded_plane)).to eq true
47         end
48     end
49 end
```

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airport\_challenge / spec / plane\_spec.rb

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5 lines (3 sloc) | 42 Bytes

```
1  require 'plane.rb'
2  describe Plane do
3
4  end
```

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22 lines (21 sloc) | 525 Bytes

```
1  require 'weather.rb'
2  describe Weather do
3    subject(:weather) { described_class.new }
4    describe 'stormy' do
5      it "should be initialized as false" do
6        expect(subject.stormy).to eq false
7      end
8    end
9    describe '#change_weather' do
10     it "should sometimes return stormy" do
11       srand(2)
12       subject.change_weather
13       expect(weather.stormy).to eq(true)
14     end
15     it "should sometimes return not stormy" do
16       srand(1)
17       subject.change_weather
18       expect(weather.stormy).to eq(false)
19     end
20   end
21 end
```