```
#0verview
This is an overview of the [_Homework 1_](https://github.com/sssurvey/ObjectOrientedDesign/tree/master/
Homework_1).
_Haomin Shi_ @ Sep 9th, 2018
haominshi@MacBook-Pro-de-Haomin:~/GitRepo/ObjectOrientedDesign$ tree Homework_1/
Homework_1/
  - Homework_1.iml
   buildScripts
      — build.xml
      personal_testing
          - com
              - haomins
                  — main
                     — Main.class
                       things
                         Thing.class
     - haomins
              – main
                 — things
                      – Ānt.java
                       Creature.java
                       Thing.java
                       Tiger.java
                       flyer
                         _ Bat.java
                         — Fly.java
                         — Flýer.java
               test
                 — TestCreature.java
— unitTests
                      AntTest.java
                      - BatTest.java
                       CreatureTest.java
                       FlyTest.java
                       ThingTest.java
                      - TigerTest.java
15 directories, 21 files
### Stats
- Total Lines of Code:
                                            | 0.7616707616707616
                          310
           | Total Lines | Source Code Lines | Source Code Line % |
- Lines of Code in UnitTest:
```

	AntTest.java	**21 **	**15 **	**0.7142857142857143**	
¦	**BatTest.java**	 ** 41 **	 **34**	**0.8292682926829268**	i
i	**CreatureTest.java**	**37**	**28**	**0.7567567567567568**	İ
i	**FlyTest.java**	**32**	**26**	**0.8125**	İ
i	**ThingTest.java**	**25**	**18**	**0.72**	i
i	**TigerTest.java**	**26**	**19**	**0.7307692307692307**	İ
i	Filenames	Lines	Code Lines	Code Lines %	İ

- Unit Test Coverage:

	<pre>com.haomins.test.unitTests</pre>	100% (9/9)	86% (19/22)	93% (59/63)
				:
i	Folder	Class Coverage	Method Coverage	Lines Coverage

- Complexity report:

ļ	com.haomins.main.things.Creature.Stomach	ļ	1.0	ļ	2.0	ļ
	com.haomins.test.unitTests.CreatureForTesting com.haomins.test.unitTests.AntTest	•	1.0 1.0	٠.	2.0 2.0	

```
2.0
2.0
\verb|com.haomins.test.unitTests.ThingTest|\\
com.haomins.main.things.Ant
                                                  1.0
com.haomins.main.things.Tiger
                                                  1.0
                                                                       2.0
                                                                       2.0
com.haomins.test.unitTests.CreatureTest
                                                 1.0
com.haomins.main.things.Thing
                                                 1.5
                                                                       3.0
com.haomins.test.unitTests.TigerTest
                                                                       3.0
com.haomins.test.unitTests.FlyTest
                                                                       4.0
com.haomins.main.things.Creature
                                                  1.3333333333333333
                                                                       4.0
com.haomins.test.unitTests.BatTest
                                                                       5.0
com.haomins.main.things.flyer.Fly
                                                                       5.0
com.haomins.main.things.flyer.Bat
                                                                       6.0
com.haomins.test.TestCreature
                                                  5.3333333333333333
                                                                       16.0
Total
                                                                       60.0
Average
                                                 1.4285714285714286
                                                                       4.0
```

 $_{\it With}$ the most complex class as TestCreature.java, which is understandable, consider the work TestCreature.java is doing. $_$

Challenges

Identify the difference between _Thing.java_ and _Creature.java_. I think this part is the most difficult since I cannot find a desirable way to identify the parent class of the parent class. Since we can have a grand-grand-parent class under some circumstances.

```
__Current Soltuion:__
'``java
// To identify Thing.java
if (thing instanceof Thing) return "is Thing";
// To identify Creature.java
if (thing.getClass().getSuperclass().equals(Creature.class)) return "is Creature"
```