

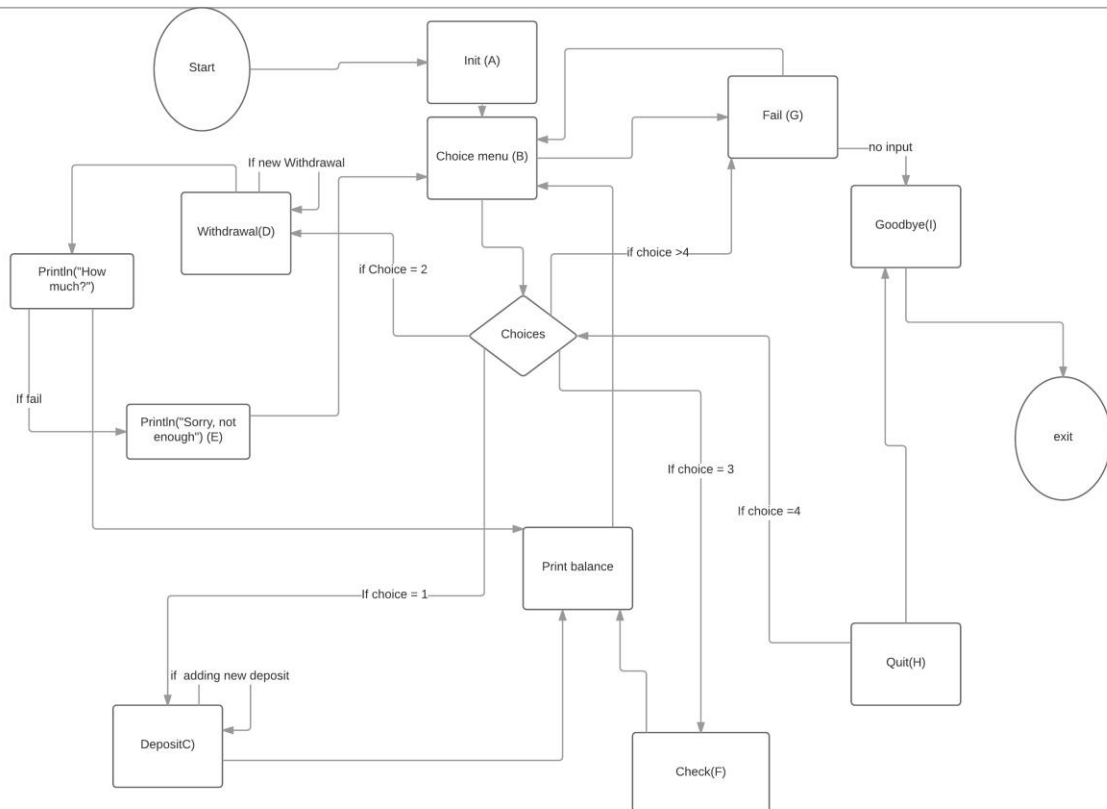
# Assignment 2

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## Part 1:

### BASIC STATE DIAGRAM

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PATH	TEST CASE	EXPECTED RESULTS
1.ABC(B)HI	myCustomer = 1 name Bob Freedompants int Balance = 100 int Deposit = 2	End balance: 102  Print "Thank you for using the bank!"
2.ABCC(B)HI	myCustomer = 2 name Bob Freedompants int Balance = 100 int Deposit = 2	End balance : 104  Print "Thank you for using the bank!"

	int Deposit =2	
3.ABC(B)DEG(B)HI	myCustomer =3 name Bob Freedompants int Balance = 100 int Deposit = 2 int Withdraw = 1000	End balance : 102  Print “insufficient funds for withdrawal” Print “Thank you for using the bank!”
4.ABC(B)F(B)HI	myCustomer = 4 name Bob Freedompants int Balance =100 int deposit =2 int withdrawal = 2	End balance : 100 Print “Current balance :” Print “Thank you for using the bank!”
5.ABCC(B)G(B)HI	myCustomer = 5 name Bob Freedompants int Balance =100 int deposit =2 int deposit =2 Int deposit = 5	End balance : 104  Print “Sorry, invalid input” Print “Thank you for using the bank!”
6.ABC(B)F(B)HI	myCustomer = 6 name Bob Freedompants int Balance =100 int deposit =2	End Balance: 102 Print” Current balance : ”  Print “Thank you for using the bank!”
7.ABD(B)HI	myCustomer = 7 name Bob Freedompants int Balance =100 Int Withdrawal = 2	End balance :98 Print “Thank you for using the bank!”
8.ABDD(B)HI	myCustomer = 8 name Bob Freedompants int Balance =100 Int Withdrawal =2 Int Withdrawal =2	End balance :96 Print “Thank you for using the bank!”
9.ABD(B)C(B)HI	myCustomer = 9 name Bob Freedompants int Balance =100 Int withdrawal = 2 Int deposit = 2	End balance : 100 Print “Thank you for using the bank!”
10.ABD(B)F(B)HI	myCustomer = 10 name Bob Freedompants int Balance =100 Int withdrawal = 2	End Balance : 98  Print” Current balance”  Print “Thank you for using the bank!”
11.ABD(B)G(B)HI	myCustomer = 11	End Balance: 98

	name Bob Freedompants int Balance =100 Int withdraw = 2 choice = 5	Print "invalid input" Print "Thank you for using the bank!"
12.ABDEG(B)HI	myCustomer = 12 name Bob Freedompants int Balance =100 Int Withdraw = 103	End Balance: 100 Print "insufficient funds "  Print "Thank you for using the bank!"
13.ABDEG(B)D(B)HI	myCustomer = 13 name Bob Freedompants int Balance =100 int Withdraw =103 int Withdraw = 2	End Balance: 98 Print "Insufficient funds" Print "Thank you for using the bank!"
14.ABDEG(B)C(B)HI	myCustomer = 14 name Bob Freedompants int Balance =100 Int Withdraw = 103 Int Deposit = 2	End Balance : 102 Print "Insufficient funds"  Print "Thank you for using the bank!"
15.ABDEG(B)F(B)HI	myCustomer = 15 name Bob Freedompants int Balance =100 Int withdraw = 103	End Balance : 100 Print "Insufficient funds" Prints "show balance" Print "Thank you for using the bank!"
16.ABDEG(B)G(B)HI	myCustomer = 16 name Bob Freedompants int Balance =100 Int withdraw = 103	End Balance : 100 Print "Insufficient funds" Print "Sorry, that's invalid" Print "Thank you for using the bank!"
17.ABF(B)HI	myCustomer = 17 name Bob Freedompants int Balance =100	Prints "show balance" Print "Thank you for using the bank!"
18.ABF(B)C(B)HI	myCustomer = 18 name Bob Freedompants int Balance =100 Int deposit = 2	End balance : 102 Prints "show balance" =100  Print "Thank you for using the bank!"
19.ABF(B)D(B)HI	myCustomer = 19 name Bob Freedompants int Balance =100 Int withdraw = 2	Prints "show balance" = 100 End Balance : 98 Print "Thank you for using the bank!"
20.ABF(B)DEGF(B)HI	myCustomer = 20 name Bob Freedompants	Prints "show balance" = 100 Print "Insufficient funds"

[illegible]

## PART 3

### I

Abstraction was one of the most important principles when doing the flow chart, which very ideally represents what the reader needs to get from the it in a very concise manner, allowing to easily defy which action would be what in the program and how they would interact with each other. The flow chart fails to show it, since the for the sake of showing more to the reader, more redundant paths are added such as “print “sorry this actions is not allowed” (E)” and “print balance” in hopes to fill in any missing gaps for the reader, since he might be alone when reading it, and might lack knowledge or understanding of some parts.

The principle of Modularity was used also in the development of this program, since all of the possible outcomes from choices 1 to 4 are to an extent individual and can be divided into smaller modules.

The program does integrate the low coupling philosophy of “a class should be able to work without knowing much about other class”. It is done with referencing each other, rather than giving and taking information from each other. An example of this would be that if we take choice one and make a deposit (C), it doesn’t have to know what other options was taken before, since all the information is updated into bankAccount, that later on gets updated again after the deposit (C) path is done.

Cohesion is achieved since there is a controller class(Customer), which holds information about the everything relating customers information, allowing to use everytnig that is possible in the program.

### II

Since most of the code is made with low coupling in mind and also Cohesion was established in the program, Encapsulation is mostly achieved with low coupling(dependencies on other classes) and cohesion(interacts powerfully with each other classes, but can work individually).

Information hiding is done by making the customer classes variables protected and private, keeping it the same and changeable by other classes, but rather making references to it, and working with new versions of it.

Inheritance is a fundamental part of every OOP program ever made. It is based on making a super class and subclasses, allowing you to derive new classes from an existing class. It is

used when you extend a class with another. It was not used, since there was no need to create more classes than the customer class, but it's possible to make inheritance

Polimorphism is not used, since there was no need to use sub classes in this program.