Project: CommuterTrain

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Instance Variables

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| --- | --- | --- |
| Name | Type | Description |
| maxCapacity | int | Maximum train passenger capacity |
| numOnBoard | int | current passenger count |
| curStation | int | current location station |
| totalStations | int | total number of stations |
| destination | int | Sets the destination station |

Methods

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| --- | --- | --- | --- |
| Name | Type | Parameters | Description |
| CommuterTrain | NA | maxCap  starting station #  total # stations | constructor!  numOnBoard=0 |
| getMaxCapacity | int | none | returns maxCapacity |
| getNumOnBoard | int | none | returns numOnBoard |
| getCurStation | int | none | returns current station |
| getTotalStations | int | none | returns totalStations |
| getDestination | int | none | returns destination |
| loadPax | void | none | Loads a random number of pax <= remaining capacity |
| unloadPax | void | none | unloads a random number of pax <= number currently on board |
| setDestination | void | destination station | sets the station that moveTrain will end up at after being repeated in the FOR loop in main along with load and unload. |
| moveTrain | void | next station | moves train from station x to station x+1 |
| setCurrentStation | void | none | Sets the station that the train is at, currently. |
| genRandNumber | int | (x=) max value desired | Generates a value between 0 and x |