Lab 2 preview worksheet

28 August 2023

Location	data	design
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1	Describe	tha	data
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Based on the context from the lab handout, describe what Location itself will be responsible for.

2 .	Give	exam	ples.
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Give a few examples of Locations. Make notes about why they are significant and/or interesting.

Example name	Example	Notes

Location method design: accessing the first coordinate

1. Describe the method.

Fill in the blank in the following description as appropriate:

Returns	the	of	this	Location.

2. Declare the method, define a stub.

What type of value will it be returning, if any? ______

Does it have any "given" values, and if so, what types? _____

Will it modify "this" value? _____

Write out the method declaration (which will eventually go in Location.h):

And then the stub method (which will eventually go in Location.cpp):

3. Write test cases.

Write two expressions that make use of the examples from earlier, the method we're designing, and their expected results.

check	(Expression to evaluate)	expect	EXPECTED RESULT	3
check	(Expression to evaluate)	expect	EXPECTED RESULT	;

Location method design: isEqualTo

1. Describe the method. (I'll give you this one.)

Determines whether this Location is the same as a given other Location.

2. Declare the method, define a stub.

What type of value will it be returning, if any? _______

Does it have any "given" values, and if so, what types? ______

Will it modify "this" value? ______

Write out the method declaration (which will eventually go in Location.h):

And then the stub method (which will eventually go in Location.cpp):

3. Write test cases.

Write out an appropriate number of test cases.