

Design your own class and use it using a class with main method

For this assignment, think of an object you would like to create a class for. Once you have finalized the object you will be creating a class for, list all the attributes of this object on a piece of paper (Look and Feel). Also list all the behaviors of this objects (verbs / what can this object do or what can be done to this object). Once you are done with this. Now go to eclipse and write code for the class you have designed. Note your class must include the following

- Data members
- Default and overloaded constructor
- Some method that uses the data members of the class to give you useful information about the class.
- Getters – these are the methods that return the current value stored in the data members of the class.

Example: of some objects you can create and use are

1. LightBulb –
 - Attributes
 - technology (LED / CFL / Incandescent / Halogen)
 - type (
 - Behaviors
2. SmartCup
3. SmartPen
4. SmartFan
5. Etc...