ASSIGNEMNT 3	Chapter 11 – Inheritance and Polymorphism
Due July 9 at 11:30 pm	Objectives  To define a subclass from a superclass through inheritance To invoke the superclass's constructors and methods using the super keyword To override instance methods in the subclass

11.2 (The Person, Student, Employee, Faculty, and Staff classes) Design a class named Person and its two subclasses named Student and Employee. Make Faculty and Staff subclasses of Employee. A person has a name, address, phone number, and email address. A student has a class status (freshman, sophomore, junior, or senior). Define the status as a constant. An employee has an office, salary, and date hired. Use the MyDate class defined in Programming Exercise 10.14 to create an object for date hired. A faculty member has office hours and a rank. A staff member has a title. Override the toString method in each class to display the class name and the person's name.

Draw the UML diagram for the classes and implement them. Write a test program that creates a Person, Student, Employee, Faculty, and Staff, and invokes their toString() methods.

11.3 (Subclasses of Account) In Programming Exercise 9.7, the Account class was defined to model a bank account. An account has the properties account number, balance, annual interest rate, and date created, and methods to deposit and withdraw funds. Create two subclasses for checking and saving accounts. A checking account has an overdraft limit, but a savings account cannot be overdrawn.

Draw the UML diagram for the classes and then implement them. Write a test program that creates objects of Account, SavingsAccount, and CheckingAccount and invokes their toString() methods.

11.5 (The Course class) Rewrite the Course class in Listing 10.6. Use an ArrayList to replace an array to store students. Draw the new UML diagram for the class. You should not change the original contract of the Course class (i.e., the definition of the constructors and methods should not be changed, but the private members may be changed.)

11.6 (Use ArrayList) Write a program that creates an ArrayList and adds a Loan object, a Date object, a string, and a Circle object to the list, and use a loop to display all the elements in the list by invoking the object's toString() method.

## TASK LIST

You are required to complete the following activities by the deadlines specified and submit the appropriate *deliverables* through eLearning.

ACTIVITY	DEADLINE	
Create Class Files having its own main method for each of the problems in this assignment.		
Compile, Execute and Test your program	July 9	
Zip the Java Files and submit on eLearning		

## GUIDELINES

You will be graded according to the following guidelines:

- You are required to submit files through eLearning by the specified deadline. You can earn a maximum of 100 points.
- If the files do not compile, you will receive a 0 for the program.
- You are graded primarily on the design of your class and the adequate testing of your class. Poor design or inadequate testing will result in loss of points.
- Your files should be adequately commented. Up to -15 points will be deducted for poor indentation and documentation.