

## APCS

### Unit 3 Programming Assignment

1. Create a client program for the Home class. The program should allow the user to create a new Home, then give them a list of options. The menu should contain the following.

- View all property details
- Change the square footage
- Find the appreciation value
- Find the monthly payment
- Find the price per square foot
- Create a new property
- Quit

2. Create a class called Event. The objects of this class represent events that could be added to a calendar. You should not use any preexisting date classes in Java.

Here is the instance data the class should have:

String description, month

int day, year, startTime, endTime (you can use military time for the hour)

The class should have two constructors. One should be a user-defined constructor and the other should be a copy constructor.

There should be an accessor and modifier for each piece of instance data.

You will need a toString method that will output the data in this format:

Math Club Meeting

7 December, 2023

12 – 13

Finally, you should have a method that will decide if two events are in conflict with each other. The method will return true if there is a conflict, false otherwise. Here is the header for the method.

```
public boolean conflict ( Event e )
```

You do NOT need to turn in a client program for this class.