Laboratory Exercise
OOP

Objective:

At the end of the exercise, the students should be able to:

- Create a simple object-oriented program.

Software Requirements:

- Latest version of NetBeans IDE
- Java Development Kit (JDK) 8

Procedure:

1. Create a folder named *LastName_FirstName* (ex. Reyes_Mark) in your local drive.
2. Create a new Java application project named **LabExer1B**. Set the project location to your own folder.
3. The program should ask an integer from the user. This should be performed by the main method.
4. Construct three (3) methods named showNumberPlus10(), showNumberPlus100(), and showNumberPlus1000(). Each method should perform the task its name implies.
5. Call the methods after the user input to display three (3) outputs in separate lines.
6. Inform your instructor once you are done.

   Sample Run:

   ```
   Enter an integer: 20
   20 plus 10 is 30.
   20 plus 100 is 120.
   20 plus 1000 is 1020.
   ```

GRADING RUBRIC (100 points):

Criterion	Description	Max Points
Correctness	The code produces the expected result.	40
Logic	The code meets the specifications of the problem.	40
Efficiency	The code is concise without sacrificing correctness and logic.	10
Syntax	The code adheres to the rules of the programming language.	10