

Objectives:

As a programmer, you will be expected to understand good coding practice and logical structures. For this project **you must show mastery of:**

- Proper code layout
- Variable declaration and initialization
- Proper library importing
- Constant declaration and initialization
- Collections (arrays)
- Method overloading
- Anonymous object
- Modularization
- Enums
- Class methods
- Main method
- IntelliJ IDEA usage
- Dispatching
- Program sequence, selection, & looping
- Cohesion
- UML
- JavaDoc
- Inheritance
- Input validation/sanitization
- Good programming practices

Lab 8 – Denizens!

All of the chapter exercises plus:

Create a program that creates objects of type Orc and type Ghoul. Give the objects at least eight shared attributes and at least two unique attributes. Have the program instantiate at least three of each type and populate a collection. Have the program iterate over the collection and print out each creatures attributes. Ensure the program starts automatically.

