

Part 1: SuperHero Battle

- a. Theory of operation write-ups.
- b. All screenshots of game in operation.
- c. ZIP file of the code in the project folder. Include the JavaDoc generated for the project.

Part 2: Weapons, Bombs, and Guns.....

- a. Theory of operation write-ups.
- b. All screenshots of application in operation.
- c. ZIP file of the code in the project folder. Include the JavaDoc generated for the project

Part 3: How to compare Person Objects

- a. Theory of operation write-ups.
- b. All screenshots of application in operation.
- c. ZIP file of the code in the project folder. Include the JavaDoc generated for the projec

Part 4: Practice Using the
Debugger

- a. Screenshot from the Setting Breakpoints task.
- b. Screenshots from the Inspecting Variables task.
- c. Screenshots from the Stepping task.
- d. Screenshot from the Inspecting Call Stack task.