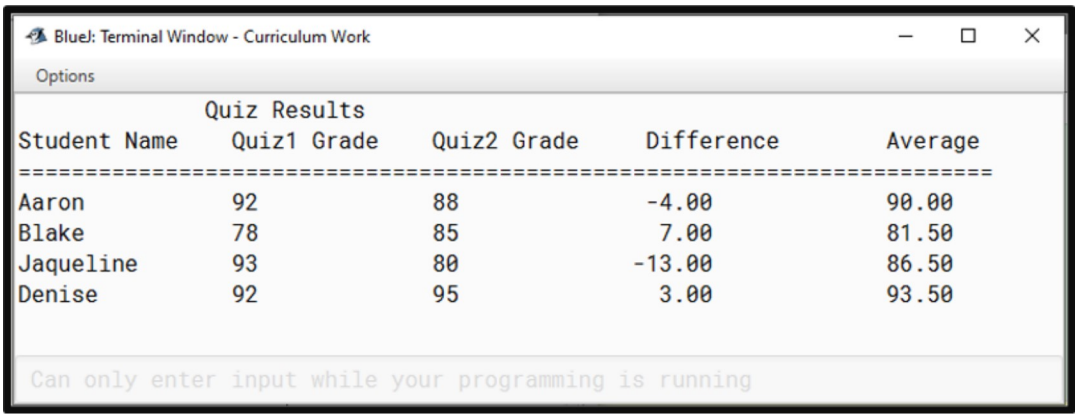
06.04 Assignment Instructions

Instructions: Create a new object implementation class and client class to manage an array of data. Find the average of values.

1. Create a 06.04 Assignment project in the Mod06 Assignments folder.
2. Read the instructions carefully before you attempt the assignment.
3. In the 06.04 Assignment project, create an Object class and a Tester class using an object of your choice (you might create a student object like the output provided below). Use `PlanetV10` as a model.
4. Compile the project to make sure no errors were introduced and run the program to verify that it still works. Fix any errors that show up before moving on to the next step.
5. Add any instance variables, constructors, or methods needed to the object implementation class.
6. Include getter and setter methods for each instance value.
7. Include a toString() method that will return a String representing the values of a given instance of the object.
8. This project should have no fewer than five instances of your object. Your program design needs be based on an array of objects. Use the demo program in this lesson as a model for how to create and process an array of objects.
9. Calculate the average for key data columns.
10. Output needs to be neatly organized and user friendly.

Expected Output: When the program runs correctly, the output will resemble the following screen shot. Your output will differ depending on the project and object you choose.



Suggestions: This program has several parts; don't try to tackle all of them at once.

1. Write a pseudocode algorithm to solve the problem breaking the task into sections for input, processing, and output.
2. Once you have the big picture, make a class diagram for the two classes: client and implementation.
3. Build your program in stages. There are two different output sections: the rows of data and the averages. Work on one section at a time.
4. The implementation class for the object should contain code related to a single instance of the class. Code related to manipulating or utilizing an array of the objects should be in the client class since it is specific to the project.

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