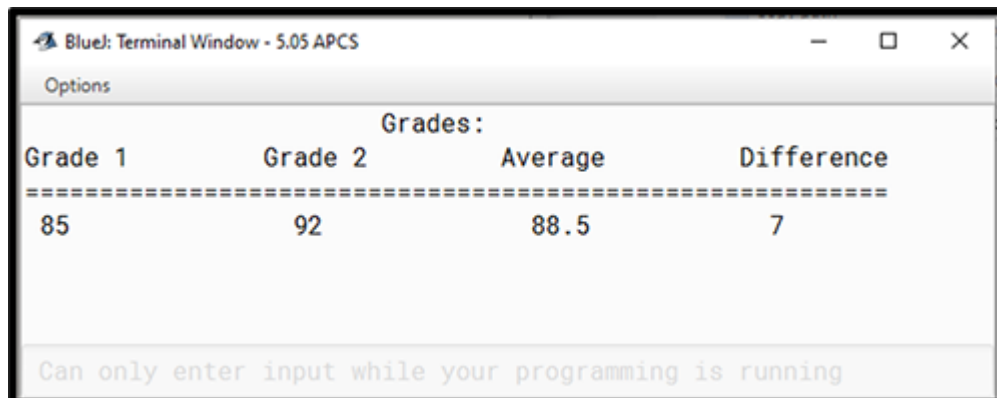# 05.05 Assignment Instructions

Instructions: Using your notes as a reference, define an implementation class for an object of your choice.

1. Create a 05.05 Assignment project in the Mod05 Assignments folder.
2. Carefully read the instructions before you attempt the assignment.
3. Before you begin coding, use a word processor to create a class diagram.
4. Refer back to your submission for the Getting Started with Objects assignment and carefully choose an object to implement for a new class.
5. Create a new class in your newly-created project folder. The class should be named for your object. Number it as V3 to match the PlanetV3 sample. For example, if you implement a grade object, the class name would be GradeV3.
6. Provide a default constructor for your object.
7. Write two methods to perform an action or calculation for your object. Determine the return type and parameter list.
8. Within the `main()` method, create an instance of your class. Invoke all methods on your new object.
9. Print the results in a user-friendly format. (see Expected Output).

Expected Output: The following screen shot is an example of output for a GradeV3 object. The class contains two methods to calculate the difference in time and converts that value to minutes. Your output will differ based on the object you define.


```
BlueJ: Terminal Window - 5.05 APCS                                    —    □    ×
 Options
                              Grades:
Grade 1              Grade 2            Average            Difference
============================================================================
 85                    92               88.5                  7



Can only enter input while your programming is running
```