**COP3809C: Lab Assignment 2**

**Structure Programming Vs. Object-Oriented Programming**

**(10 points)**

This lab assignment, you will have to design the Object-Oriented Programs (OOP) by modify the previous lab assignment programs.

**Task 1: Guess Numbers**

You should transform the previous codes in task 1 to be OOP:

**Object and Class**

**- Data members**

**- Constructor**

**- Method members**

Feel free to design the Object-Oriented Program, or follow the guidelines that provided in the lab.

After finishing task1, you can submit the all java files in the folder name “Lab2GuessNumber\_XXXX” where XXXX is your student id.

**Task 2: Bars 21**

You should transform the previous codes in task 2 to be OOP:

**Object and Class**

**- Data members**

**- Constructor**

**- Method members**

Feel free to design the Object-Oriented Program, or follow the guidelines that provided in the lab.

After finishing task2, you can submit the all java files in the folder name “Lab2Bars21\_XXXX” where XXXX is your student id.

After completing the lab assignment, zip up two folders (Lab2GuessNumber\_XXXX, Lab2Bars21\_XXXX) under Lab2 folder, the name of the zip file must be “COP3809\_LAB2\_SXX\_YYYY.zip” where XX is your section 01,02 or 03 and YYYY is your student id. And submit zip file in Canvas.

Note: The printouts and executions should be the same as Lab 1.