

CC3 – Object Oriented Programming

Laboratory Exercise #3
Methods and Classes

Name: Date:
Code/Schedule: Terminal #:

Topic(s) Covered: Methods, Class, Object

Estimated Completion Time: 1-2 meetings

Objectives:

1. To write methods that returns a value
2. To write a class and instantiate an object

Activity:

a. Create a class named Student. A Student has fields for an ID number, number of credit hours earned, and number of points earned. (For example, many schools compute grade point averages based on a scale of 4, so a three-credit-hour class in which a student earns an A is worth 12 points.) Include methods to assign values to all fields. A Student also has a field for grade point average. Include a method to compute the grade point average field by dividing points by credit hours earned. Write methods to display the values in each Student field. Save this class as Student.java.

b. Write a class named ShowStudent that instantiates a Student object from the class you created and assign values to its fields. Compute the Student grade point average, and then display all the values associated with the Student. Save the application as ShowStudent.java.

Laboratory Exercise Score Sheet

Criteria		Score
1 Proper program indention and prescribed format	5	<input type="text"/>
2 Intelligent naming of methods, class and object	5	<input type="text"/>
3 Accurate computation	10	<input type="text"/>
4 Proper Implementation of the program	10	<input type="text"/>