

## **CE00527-2 Further Object Oriented Programming Tutorial 0**

In this tutorial you will review your Java programming skills and gain familiarity with NetBeans, an integrated development environment for Java.

### **Part 1 - NetBeans**

If you have not used NetBeans before, go through the "Introduction to NetBeans" handout provided on the module Blackboard site.

### **Part 2 - A Player class**

Create a new project in NetBeans and add to it a class called Player.java. Create and test a simple class to represent a football player. The class should have attributes name, position and age, methods to return each of those attributes, and a toString method which returns all player details as a String.

### **Part 3 - Aggregation of Players - a Team class**

Implement and test the Team class, the Team class should have an attribute teamName and an attribute myTeam which is a collection of Players. Draw a UML class diagram showing the attributes and methods of the Player and Team class, and the relationship between them.

**This preliminary exercise should be attempted by all students, but does not need to be included in your portfolio.**