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| ../ama%20university.png../AMAOEd.png | Course Code | CS202 |
| Description | Computer Programming 2 |
| College / Department:  **Online Education** | Laboratory  Exercise No. | 007 |
| **LABORATORY EXERCISE** | | Page 1 of 2 |

**Instructions:**

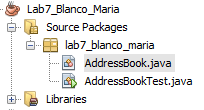
• Upload your solution to the link provided on the course page.

• Create one NetBeans project for the 2 problems below. The project name should be

Project Name: Lab7\_<lastname\_firstname>

Example: **Lab7\_Blanco\_Maria**

* Compress the NetBeans project into .rar or .zip format.
* The class names to be created are specified in each problem. Follow the project structure below.



* **Only NetBeans project compressed in .rar or .zip format will be accepted.**

**1. Address Book Entry**

Create a class that contains an address book entry and name it **AddressBook**. The table below describes the information that an address book entry has.

|  |  |
| --- | --- |
| **Attributes/Field** | **Description** |
| Name | Name of the person in the address book |
| Address | Address of the person |
| Mobile Number | Mobile number of the person |
| Email Address | Email address of the person |

The class definition should contain the following:

1. Attributes
2. Constructor
3. Accessors and mutators

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**2. Address Book Implementation**

Create a class and name it **AddressBookTest** which will contain the main method for implementation of the AddressBook class methods from #1 of this activity. Instantiate an array of AddressBook objects of 100 entries. Create a menu that will implement the following methods:

Main Menu

1. Add Entry
2. Delete Entry
3. View All Entries
4. Update An Entry
5. Exit

The program should loop back to the main menu after implementing a method chosen by the user. Note that options 2, 3 and 4 should not be implemented if no entry has been added yet. The program ends at the *Exit* option.