

Assignment 3: Designing some classes

On Page 75 of your text, exercise P2.8 Implement an Employee class and EmployeeTest do exercise P2.9, enhance the Employee class exercise P2.10 Car class and CarTest class to test exercise P2.11 Student class and StudentTest class to test

RUBRIC:

*Dynamic Memory *Big O Notation*Stacks*Linked Lists*Binary Trees*Selection Sort*Insertion Sort*Hashing*Priority Queue*Collisions*

Employee	
2 constructors	10
getSalary	5
getName	5
EmployeeTest	
creates employee object and calls methods	s 10
raiseSalary	10
Car	
constructor	5
drive	5
getGas	5 5 5
addGas	5
carTest	
creates at least 2 car objects and calls metl	nods 10
Student	
name and quiz score, num quizzes variab	les 5
constructor	
getName	5
addQuiz	5
getTotalScore	5 5 5 5
getAverageScore	5
StudentTest	-
create at least two students and enter at le	ast
3 quiz scores to each student, calls all met	
1	20

TOTAL 120 points