**COMP 305, Lab 3**

Step 1

1. Create a new Java project using your last name as the project name

(The project should be created using VS Code’s Command Palette)

1. Create Player.java inside the src folder
   1. App.java is already created for you with the skeleton code for running the program
   2. Try running it and it should create a bin folder and within it the App.class
2. Add fields to Player.java class
   1. String name;
   2. ArrayList<String> sports;
   3. Add any imports needed for above
3. Do a Git commit at this point
4. Add Constructor to Player.java

public Player(String name) {

this.name = name;

sports = new ArrayList<>();

}

1. Follow along in the lab for adding various methods to Player.java class
   1. addSport(String sport)
   2. getName()
   3. getSports()
   4. toString() //override
2. In App.java, inside the main method create objects of Player class
   1. Example

Player player1 = new Player("Joe");

player1.addSport("soccer");

player1.addSport("hockey");

player1.addSport("rugby");

1. Follow along in the lab for creation of more objects of Player class
2. Prepare an array of sports

String[] listOfSports = { "soccer", "hockey", "rugby", "basketball", "golf", "water polo" };

1. We will loop through the lists to get the desired output
   1. Follow along in the lab for details of the for loop and the logic

for (String sport : listOfSports) {

for (Player player : players) {

….

}

}

1. Once you see the expected output, do a final Git commit and publish the Branch