**Cha 4 Lab Grades - Ryan**

1. *Book.java* and *Bookshelf.java*:

* Instance data x 4 ✔
* Constructor with 4 parameters ✔
* 8 getter/setter methods ✔
* toString() with multi-line report about the object ✔ **Use +”\n” for newline**
* Driver class to demonstrate the main functionality ✔
* comments/Grade: **all good, maybe also use one of the getters or setters in your client program?**

1. *Random House*:

- two random height houses ✔

- scaled door ✔

- 4 evenly spaced windows ✔

- X-cred: rnd width, other features (triangular roof), use of a *House.java* class ✔

- Comments/Grade: also nice random colors

*Total Lab Grade/Comments*: *Nice Work! Grade: 104%*