

Assignment:

Consider an object that you collect or otherwise have many of. Create a Java class which will represent one of these objects. In this class you are to have

- At least three fields
 - one numeric (int or double)
 - one boolean
 - one String(If it doesn't make sense for your object to have a meaningful one of these types, just make something up – you'll be able to remove once this assignment is complete.)
- All fields should have get methods. At least one should have a set method. (Again, if it doesn't make sense for your fields to change, just make one for this assignment.)
- A single constructor which provides values as parameters for each field.
- There needs to be a printDetails() method which displays, with labels, the values of all of its fields.

You will first have to create a new BlueJ project for this class, then create a new class in that project. Also, edit the README.TXT file (the paper icon) to better reflect what the project is about.

It is the nature of standards based grading systems that not every assessment needs to be attempted. This, however, is an exception. Most every other homework assigned in this class will depend on having a working version of this class. If you are unable to complete this assignment, we will work together to create a class you can use, but you won't be able to earn credit for this assignment.

Related Learning Objectives:

implement objects in Java code and write programs to use them appropriately.

C 1.2: Write a method signature

C 2.1: Determine the output from a method

J 2.1: Add a field to a class, including mutator and accessor method

J 2.2: Write a constructor for a class

Grading Rubric:

M – all items listed above are present. Making use of proper programming conventions (naming, dating, etc) could earn an E

Due Date/Time:

as indicated on Canvas