

Assignment:

The goal of this assignment is to create and use a second class with your collection project.

Identify a property (or properties) that would most effectively be defined by a new class. Think of a property that is rather complex and that can't be adequately described by just a string. For example, I'll be creating a class for the Location where I bought the guitar pick.

Create a new class for that property. It should have at least two fields. Define an appropriate constructor, get methods (set methods if you think you'll need them), a printDetails() method, and a getDetails() method – the getDetails() method should return a string, similar to the string printDetails() displays. (Note: alternatively, you can use the name toString() instead of getDetails() for that method if you'd like.)

Use that new class in your primary class. Redefine the type for that field to be of your new class. You might have to change the signature for the constructor; you'll definitely need to modify the body of the constructor to reflect this change. The get method for this particular property, the original class's printDetails() method, and maybe the printShortDescription() method will need to be changed. You can use either of the new class's printDetails() or getDetails() method, as you prefer.

Related Learning Outcomes:

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

C 1.2: Write a method signature

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

J 3.1: Create a class, a field of another class, and call methods on that object

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