**Java Programming Abstract Classes and Methods**

**Objective**

1. To give students practice creating and using abstract classes and methods

**Deliverables**

1. You are to create an Abstract Class with Abstract Methods, a class that uses the abstract methods and a test class
2. You are to create all necessary setters, getters, constructors and methods.
3. You are to create a reasonable test case
4. You are to create UMLs for all non-test case classes.
5. You are to ZIP UP your entire JAVA project. Place your design tool in the SRC folder before zipping.
6. Attach a single zip file in Blackboard.

**Content and purpose**

1. You are to make up your own theme
2. You are to make up your own classes
3. Extra credit will be given for unique and powerful extra work