Java OO Concepts Unit

Lesson 01: Lab 01 Class Modeling

Coding Bootcamp

SOFTWARE GUILD

Lab 01: Class Modeling

Task

Create a new NetBeans project called ClassModeling. Model and create Java classes for the following:

1. House
2. Student
3. Employee
4. Manager
5. Airplane
6. School
7. City
8. Car
9. Truck
10. Square
11. Circle
12. Triangle
13. Chair
14. Couch
15. Table

Do the following for each class:

1. Define properties — determine which will be read/write and which will be read-only.
2. Implement setters and getters (as appropriate) for each property.
3. Implement a constructor to initialize some or all of the property values.
4. Determine what behaviors the class should have and then define (do not implement) the methods associated with each behavior.
5. Be prepared to explain the reasons behind all of your design decisions.