Java OO Concepts Unit

Lesson 01: Lab 02 Refactor into Objects

Coding Bootcamp

SOFTWARE GUILD

Lab 02: Refactor Into Objects

Task

So far, all of the code that we've written has resided in one class. The objective of this lab is to practice modeling and packaging code into classes and to instantiate and call methods on a class from another class.

In this lab, you will refactor previous labs. You will move all code for each lab into a new class with no main method. You will then write code in the main method of a separate class that instantiates your new class and executes a method that runs the program.

At a minimum, you should refactor the following labs:

1. Factorizor
2. Interest Calculator
3. Lucky Sevens
4. Rock, Paper, Scissors
5. Blackjack

If you complete the refactoring of these labs, go ahead and refactor any labs you have completed in the String and Text or Numbers folders in the same manner.