



# Project 11: Car Class

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# Assignment

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- Write a class called Car that holds information about an automobile:
  - Make (e.g., Ford, Toyota, Fiat)
  - Model (e.g., Fusion, Prius, 500)
  - Year (e.g., 2012)
- Define a constructor to initialize these values.
- Define a toString method.
- Define a method called isAntique that returns true if the car is more than 25 years old, and false otherwise.

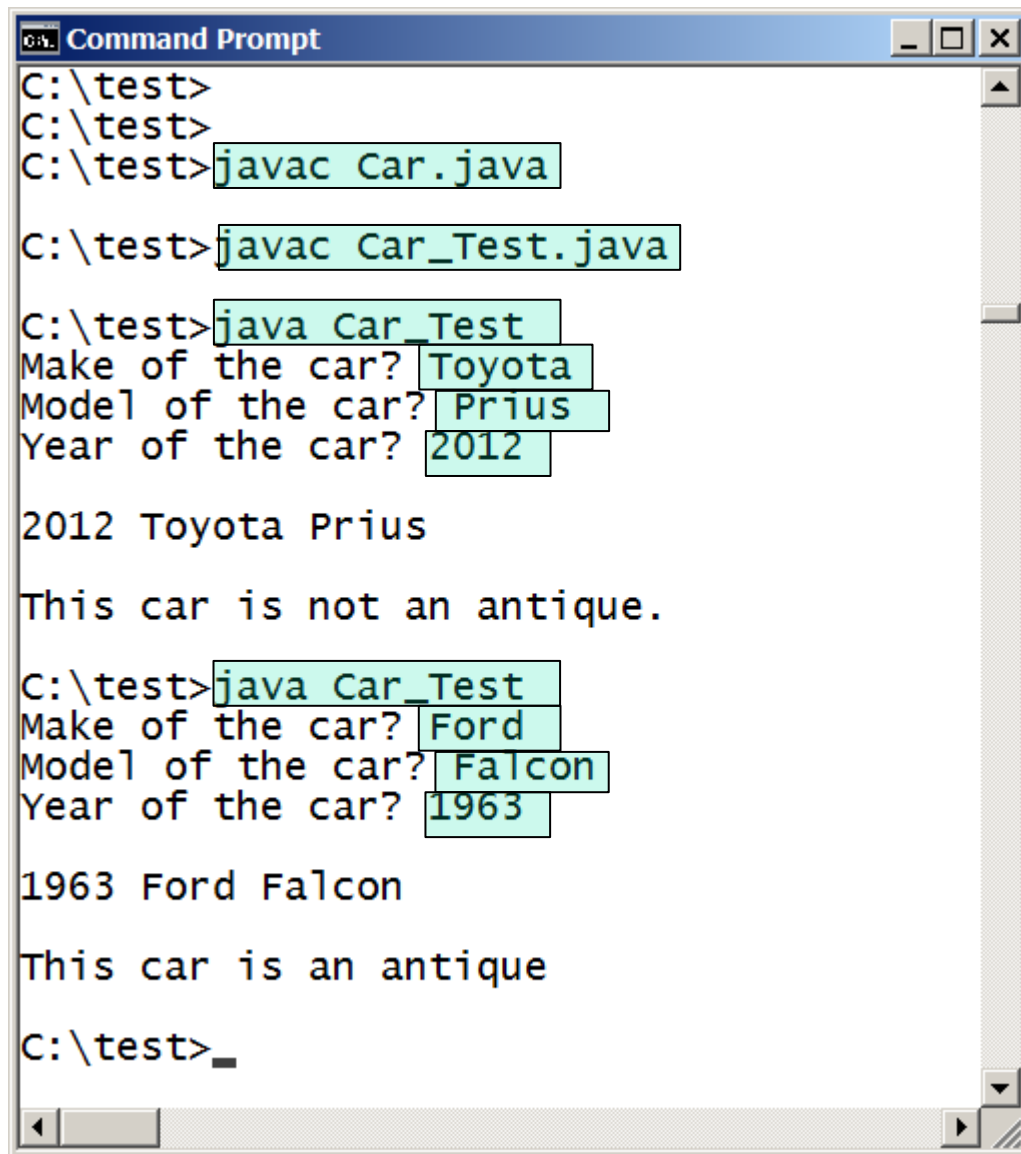


# Assignment

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- Create a test driver called `Car_Test`
  - Accepts inputs from the keyboard for each member variable.
  - Instantiates a `Car` object with the entered values.
  - Outputs the values to the screen using `println()`.
  - Determines if the car is an antique and outputs the result.

# Sample Run



```
C:\test>
C:\test>
C:\test>javac Car.java

C:\test>javac Car_Test.java

C:\test>java Car_Test
Make of the car? Toyota
Model of the car? Prius
Year of the car? 2012

2012 Toyota Prius

This car is not an antique.

C:\test>java Car_Test
Make of the car? Ford
Model of the car? Falcon
Year of the car? 1963

1963 Ford Falcon

This car is an antique

C:\test>_
```



# Submission

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- Put your Java source files into a folder and zip it.
- Submit your zipped Java source files via Canvas Assignments.
- Project is due by 11:59 PM
  - Sunday, March 27 Sections 1 and 2
  - Monday, March 28 Sections 3 and 4
- Recommendation:

Do this project in your lab session or help session.



# Ground Rules

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- It is OK to *discuss* the project with other students BUT
  - Do not share your code with other students.
  - Before or after submitting the project.
- Do not copy any other student's code.
  - Or even look at it.
- Do not let anyone copy or examine your code.



# Ground Rules

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Except for code posted on the class web site

- Do not copy code from the Internet
  - or any other source (other than the textbook.)
- Do not ask for help on an Internet forum.
  - If you need help, ask your instructor or a TA.
  - Come to lab and help sessions.
- Write your own code.