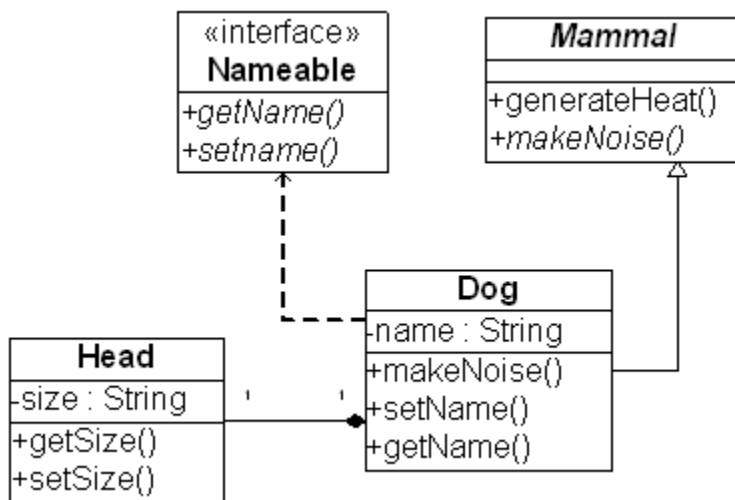


Assignment 10

This assignment is actually very straightforward – if not simple.

I want you to take the following UML Object Model and create the code stubs.



By code stubs, I mean that you should create a project that includes the following Java files within the project. All with the methods and attributes specified by the various class diagrams. Here are some major hints.

interface Nameable

```

public abstract String getName();
public void setName(String n);

```

class Mammal

```

public void generateHeat() {
    System.out.println("Generating Heat");
}

```

Java Programming

class Dog

```
    Head head;  
    String name;  
  
    public void makeNoise() {  
        System.out.println("Bark");  
    }
```

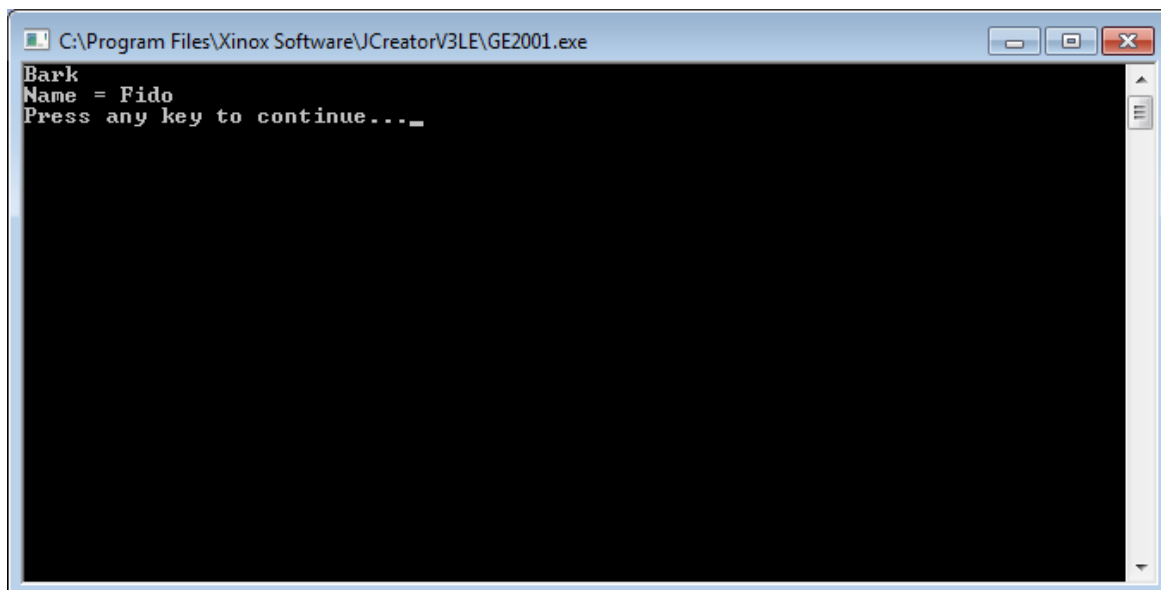
Class Head

Just create an empty class.

Finally, you will create a main application class called TestDog where you will create a single Dog called Fido

```
public class TestDog {  
  
    public static void main(String[] args) {  
  
        Dog fido = new Dog();  
  
        fido.makeNoise();  
  
        fido.setName("Fido");  
        System.out.println("Name = " + fido.getName());  
  
    }  
}
```

The output will look like this.

A screenshot of a Java application window titled "C:\Program Files\Xinox Software\JCreatorV3LE\GE2001.exe". The window has a black background and displays the following output in white text: "Bark", "Name = Fido", and "Press any key to continue...". The window includes standard Windows controls (minimize, maximize, close) in the top right corner and a scroll bar on the right side.

```
C:\Program Files\Xinox Software\JCreatorV3LE\GE2001.exe  
Bark  
Name = Fido  
Press any key to continue...
```

Java Programming

Zip up all of your code and submit it to Blackboard.

I want you to complete the code and then will go over it in class the next time we meet.