

# Widget Factory

## Chapter 3

### ***PAIR PROGRAMMING***

**\*\*\*\*\*READ THESE INSTRUCTIONS\*\*\*\*\***

Design a class for a widget manufacturing plant. The class should have a constructor method whose argument is the number of widgets that must be produced. The class should have another method that calculates the number of **whole days** it will take to produce the number of widgets. (Assume that 10 widgets can be produced each hour. The plant operates two shifts of eight hours each per day.)

Demonstrate the class by writing a separate program that instantiates a Widget object. The program should prompt the user, **USING A DIALOG BOX**, asking how many widgets they would like to order. **USING A MESSAGE DIALOG BOX**, the demo should display the number of **whole days** it will take to produce the number of widgets ordered.

**BEFORE YOU PROGRAM ONE LINE OF CODE**, you are to create a UML diagram of your Widget Factory Class for teacher review. After your UML is approved, you can code.