

# SWE 4301 - Object Oriented Concepts II

## LAB 2: 99 Bottles of OOP

### Task 1

#### The 99 Bottles Song

99 bottles of milk on the wall, 99 bottles of milk.  
Take one down and pass it around, 98 bottles of milk on the wall.  
98 bottles of milk on the wall, 98 bottles of milk.  
Take one down and pass it around, 97 bottles of milk on the wall.  
( ... ..Keep repeating upto 3 bottles... .. )  
2 bottles of milk on the wall, 2 bottles of milk.  
Take one down and pass it around, 1 bottle of milk on the wall.  
1 bottle of milk on the wall, 1 bottle of milk.  
Take it down and pass it around, no more bottles of milk on the wall.  
No more bottles of milk on the wall, no more bottles of milk.  
Go to the store and buy some more, 99 bottles of milk on the wall.

Create a Java class called '99BottlesSong'. This class will contain a method which will print this verse/song with the help of other methods. The input parameter to this song will be 'number\_of\_bottles', e.g., in this case, it is 99.

During your whole coding session, you have to maintain the following things -

- Variables should have meaningful names
- Strings, conditions can not be repeated several times
- There can not be any static method
- A method can not be more than 10 lines
- There must be unit testing functions for each of the methods except the main method which takes the number of bottles as parameter and prints the verse.