

Review Lab

Create a new project named `review_lab` with a new class named `ReviewLabClient`. When you create this class, add a main.

Make sure you use comments and correct java conventions.

- Copy the file `ReviewLab.java` into your `review_lab` project folder that contains the `ReviewLabClient` Class.
 - All edits below should go into `ReviewLabClient.java`. Have all your code in `main()`.
1. Create 2 `ReviewLab` object variables in main. One of them should not pass any parameters into the class. One of them should pass in a `String` into the class.
 2. Print both objects. Why exactly is there a difference?
 3. Add names to both rosters. Print when you are done to verify names were added.
 4. Add a valid city to the object that is prints out "City: not set". Print the objects to verify that it worked.
 5. Now update the batting average. Print the objects to verify.
 6. Now change the code in Step #5 to only update the batting average if its good.
 7. Now use the `equals` method to see if the methods are "the same". If they aren't the same, call `setCity` so `equals` methods return true.
 8. Edit `toString` in `ReviewLab()` to make the output more readable. (copy your final `toString()` from `ReviewLab` into `ReviewLabClient` and comment it out.
 9. Email your `ReviewLabClient.java` file in for credit.