



Topic: OOP 4 – Overloading, Validation and Object Oriented Concepts

Assignment 4

1. Write a Team class to encapsulate the concept of a Team.

- The team has only one attribute, the team name.

Include the following:

- Constructors: One that takes no arguments and one that takes the Team name.
- Add a getter/assessor method and a mutator/setter method that follow the standard naming conventions based on the field name you use to store the team name.
- Add an override of the toString method (You must use the @Override annotation).
- Add an override of the equals method (You must use the @Override annotation).
- Add any other methods that should be in this class.

Note: Do not be fooled by the simplicity of this class it will require you to properly research overriding. Review the sample Car class on Moodle to help you with this exercise. It does not contain a proper override of equals! You must research this yourself.

2. Write a class called TeamTest, which will contain your main method, to test all the methods in your Team class.