

08.07 Assignment Instructions

Instructions: Convert your V3 object class to V7 implementation and client classes and instantiate multiple objects.

1. Create a 08.07 Assignment project in the Mod08 Assignments folder.
2. Read the instructions carefully before you attempt the assignment.
3. Before you begin coding, use a word processor to create a class diagram.
4. In the 08.07 Assignment project, create a V7 class for your object and a V7Tester class. Use ShapesV7 as a model.
5. Copy any part of your V3 object class you'd like to reuse and paste it into the appropriate class shell you just created. Change any statements that mention **v3** to **v7**.
6. Compile the project to make sure no errors were introduced and run the program to verify that it still works. Fix any errors that show up before moving on to the next step.
7. In the object implementation class, declare private instance variables, define a loaded constructor, and initialize the instance variables. Define at least one overloaded method. Add any methods to your object you'd like.
8. In the client class, instantiate at least three instances of your V7 object. Invoke the necessary methods to calculate or manipulate data for the objects.
9. Print the results in a user-friendly format.
10. Be sure to document each section of the code.

Expected Output: When the program runs correctly, the output will resemble the following screen shot. Your output will show results for your objects.

Name	Time Trials			
	Time 1 (hrs)	Time 2 (hrs)	Time Difference (hrs)	Difference in Minutes
Tanya	2.50	4.50	2.00	120
Miguel	1.25	5.60	4.35	261
Neeti	12.30	16.75	4.45	266

