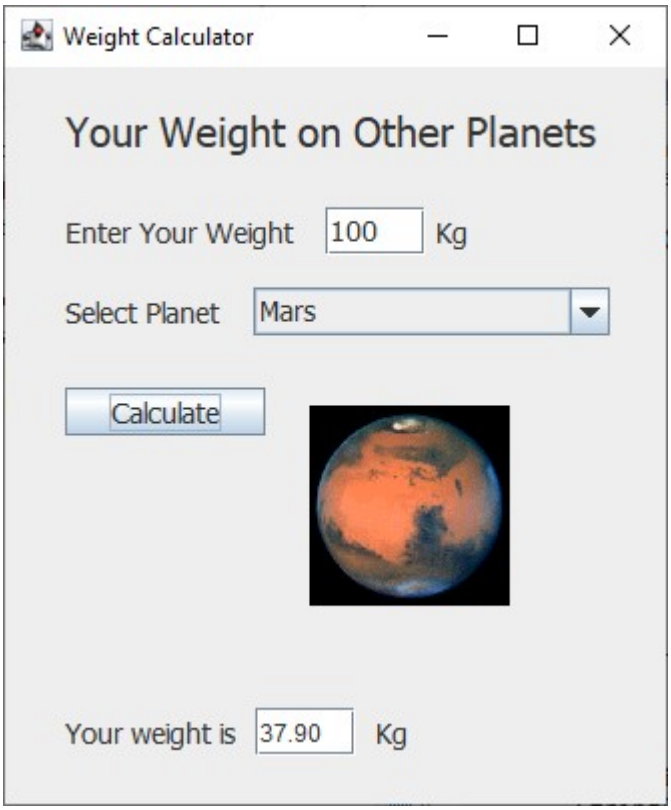
Lab2: Your Weight on Other Planets



Objectives

- Review the basic object-oriented concepts: class and class instantiation.
- Learn how to create classes and objects in Java.

Work

1. Go to your work space.
2. Download the Lab2 folder.

```
$ git clone https://github.com/UNHM-2023-Fall-COMP-730-830/Lab2.git
```

3. Go to Lab2_Work.
4. Review Lab2.java, which includes `main()`. You don't need to make any changes to this file.
5. 💻 **Complete the `Planet` class in the `Planet` file.**

Planet
- name: String - image: ImageIcon - surfaceGravity: double
+ Planet(name: String, image: ImageIcon, surfaceGravity: double) + getName(): String + getImage(): ImageIcon + getSurfaceGravity(): double + calculateWeight(mass: double): double

- The weight is calculated by mass * surfaceGravity.

6. 💻 **Complete the `PlanetData` class in the `PlanetData` file.**

PlanetData
- data: Planet[]
+ PlanetData() + getData(): Planet[] + getNameList(): String[]

- Use the following name, image and surfaceGravity (g) for the planets:

name	image	surfaceGravity
Mercury	mercury.gif	0.377
Venus	venus.gif	0.905
Moon	moon.gif	0.1654
Mars	mars.gif	0.379
Jupiter	jupiter.gif	2.528
Saturn	saturn.gif	1.065
Uranus	uranus.gif	0.886
Neptune	neptune.gif	1.137
Pltuto	pluto.gif	0.063

- Use image with `new ImageIcon("../Lab2_Images/planet.gif")`.

End of Lab2