Classes and Objects Review

Exercise #1:
The BaseballPlayer class you will look at today stores the number of hits and the number of at-bats a player has. You will extend this class by writing a method to calculate the player's batting average.

Step 1: Write a method called: `public double getBattingAverage()` which is calculated by the number of hits divided by the number of at bats.

Step 2: Babe Ruth is included in the program already. Include 5 players who have a better batting average than Babe (if possible), and 5 players who have a lower batting average than Babe (if possible…).

Step 3: Label key terms in your code. Place comments and labels identifying where the constructors, instance variables, and method are. When identifying the methods, also include a brief description on what the method does.

Note: I will send you the two files on GitHub. Start by creating a program in Eclipse called BaseballProgram. You will download BaseballPlayer.java and BaseballTester.java

When you are done, **upload** both files to Eclipse so I can see the changes you have made.

Exercise #2:
You will be making a program from scratch. The theme is Winter Olympics Snowboarding.

Often times a snowboarding event will be judged by a total of 6 judges, but an athlete's score will be decided with the average of 4 judges after excluded the highest score and lowest score.

Research the latest halfpipe events, men or women, and write a program that includes the name of the 5 athletes and the 6 scores on their best run. Make sure these scores are apart of the same event. Your program must take in the 6 scores, exclude the highest and lowest, and take the average of the 4 remaining scores. Rank the athletes from greatest to least. Print out their rank, name and average score.

Sample Output:

1st place:	Michael	99.8
2nd place:	Elton	95.5
3rd place:	Allen	95.3
4th place:	Jeffrey	92.1
5th place:	William	92.0

When you are done, **upload** your files to Eclipse.