Lab 1

1. Read pages 355-375 from *Beginning Java Objects*. Following the book's approach, try to create a class list from the problem description on the next page.
2. Determine what attributes your classes should have.
3. Write the basic Java code for your classes
4. You do not need to model associations between classes and you do not need to write code for methods in the classes (these steps will be in Lab 2)

Project Management Tracking System

- We have multiple projects to manage.
- Each project has a product backlog which has all the features that could be included in this project.
- A project has multiple releases
- The product backlog features are added to a particular release by our project manager.
- Each release is made up of one or more *sprints*. Sprints contain a subset of the release features and have a due date. (Read about sprints here: https://en.wikipedia.org/wiki/Sprint_(software_development)
- Each feature in a sprint is assigned to a developer.
- Each developer will estimate the effort required to complete his/her feature.
- Each day the developer provides an estimate of the remaining work needed to complete his/her feature.
- Each day the project manager reports on the amount of work completed for the sprint and the amount of work remaining for the sprint.

What to Submit

- Each group should submit hand-drawn UML classes with attributes, for each class you discover (or you can use a UML tool if you want)
- Each group should also submit Java code for each class you have represented in UML. Do not include methods for your classes (yet).