## **Participation & Challenge Activity 3**

### **CMP 326: Programming Methods II**

Lehman College, City University of New York

Fall 2019

1. 8.1 Objects: Introduction
2. 8.2 Using a Class
3. 8.3 Defining a Class
4. 8.4 Mutators, accessors and private helpers
5. 8.5 Initialization and constructors
6. 8.6 Choosing Classes to Create
7. 8.7 Defining main() in a Programmer-Defined Class
8. 8.8 Unit Testing (classes)
9. 8.9 Constructor overloading
10. 8.10 Objects and references
11. 8.11 The 'this' implicit parameter
12. 8.12 Primitive and reference types
13. 8.13 Java documentation for classes
14. 8.14 Parameters of reference types
15. 8.15 Static fields and methods

Make sure to read and complete all the participation and challenge activities for the following sections:

**Please complete all the Participation and Challenge activities in the above sections. This work must be completed in your textbook**  [**ZYBooks -- CMP-326: Programming Methods I**](https://learn.zybooks.com/zybook/CUNYCMP326Fall2019)**I**

**No other forms of submission will be accepted.**