

# Lab 2

**Reminder:** Your code is to be designed and written by only you and not to be shared with anyone else. See the Course Outline for details explaining the policies on Academic Integrity. Submissions that violate the Academic Integrity policy will be forwarded directly to the Computer Science Academic Integrity Committee.

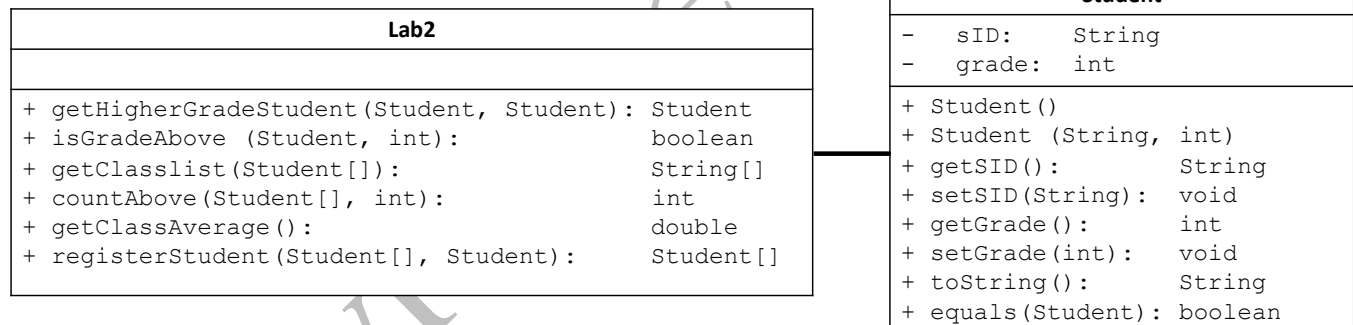
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## Objectives

- Exposure to testing
- Practice writing static methods that take Objects and arrays of Objects as parameters

## Part I

1. Download `Lab2Tester.java`, `Lab2.java` and `Student.java` to your Lab2 working directory.
2. Compile and run `Lab2Tester.java` There should be no errors.
3. Complete the methods in `Lab2.java` and overviewed in the following UML diagram.
  - a. The documentation for each method is in `Lab2.java`
  - b. Write and test each method **one at a time**.



**CHECK POINT** – get help from your lab TA if you are unable to complete these parts.

CHECK POINT 1: `getHigherGradeStudent` and `isGradeAbove`

CHECK POINT 2: `getClasslist` and `countAbove`

CHECK POINT 3: `getClassAverage` and `registerStudent`

Finished early – start your Assignment!