**Week 11 Lab – Explanation of program**

This is an open task, exact design and completion is up to you.

Create an application that uses Inheritance. Your application should have 3 classes, a superclass, a subclass and an app class that implements an object of the subclass.

My application consist of 3 classes:

* Person (superclass)
* Athlete (subclass)
* PersonMaker (app class)

The objective of my application is:

* Check the energy of a person (before and after sleep or do a workout)
* Check how many specific characters are in the person’s name
* Check the performance of an athlete (before and after eat or do a workout)

In the PersonMakerApp I tried to create a lot of different scenarios (Step 1 and Step 2) using Person object and Athlete object to be able to present the inheritance details, differences between them and also to present how my application works, checking energy levels, counting characters in names, and evaluating performance levels.

To create that application I tried to use as much as possible the examples that we have during the classes this semester:

* Operators   
  
* JOptionPane   
  
* Instantiable Classes // Constructor // Set // Get
* Void and not void (return) methods // with or without parameters  
    
  
* Conditional statementsA black background with white text

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* Logical Operators



* Nested statement

A screen shot of a computer code

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* Loops (for and while)





* Array



* Math.random method



* String Manipulation

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* Inheritance and composition



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