ITDEV-140

Assignment 4

Using your Java development environment, write a program that implements the following challenges from "Chapter 5 Programming Challenges" and "Chapter 6 Programming Challenges" in your textbook:

Chapter 5 Challenge 10: Stock Profit
Chapter 5 Challenge 16: Present Value
Chapter 5 Challenge 17: Rock, Paper, Scissors Game **
Chapter 6 Challenge 1: Employee Class
Chapter 6 Challenge 6 : TestScores Class
Chapter 6 Challenge 19 : Fishing Game Simulation

When you have completed your programming, produce a video walkthrough of your completed work. Walk me through your code and demonstrate the successful execution of each challenge. Upload your video to your repository of choice (YouTube, Vimeo, Google Drive, etc.). Be sure to share it with me: cribbm@matc.edu, then submit a link to the video in Blackboard.

Please note, videos should be succinct. Show me that the program works and highlight important areas of the code such as the implementation of classes, methods, and/or algorithms. You do not need to explain every line of code.

** (Extra credit -20pts- for adding Lizard, Spock)