**Lab 7: OOP Practice**

Download MyVehicle\_Prac.java and Vehicle\_Prac.java

Examine the code for Vehicle\_Prac

Find the code for the two constructors of new vehicle objects.

\*\*Create a 3rd constructor that is the default constructor and passes no parameters.

\*\*Write *get* and *set* methods for color, owner, and price of vehicles; write a *get* method for type of vehicle.

Examine the code for MyVehicle\_Prac

\*\*Add code to get information about 3 vehicles and print it out, then change the price and color of Vehicle 3 and print out the new values.

\*\*Create a Vehicle 4 using the default constructor.

\*\*Get and print the color of Vehicle 4.

\*\*Set the color of vehicle 4 to be red.

\*\*Get and print the color of Vehicle 4.

\*\*Can you predict the value of: v2.setColor(v3.getColor());

Add this statement and print the result.

\*\*Write code to test whether the colors of two vehicles are the same?

*Questions to consider (we will discuss in class):*

(1) Can you set the value of Vehicle 4 to be Vehicle 5?

(2) If String is immutable, why are you able to keep defining a new value for the tmp variable?

(3) What is this? Would it be useful in the vehicle example code?

In the Litvin Textbook, *Java Methods*, read Ch 9 and answer the following:

Questions: 1, 2, 3, 5, 12, 15

Coding:

#10 (write the Rectangle class and add the isSquare method, then test; you do NOT need to write the quadratize method as the problem suggests)

#22 (this is a long coding assignment and will require you to read the chapter)

NOTE:

The questions WILL be collected, so please write your answers on a piece of paper.

The two classes should be included in a single BlueJ project, labeled CS\_Lab7....