

Lab Assignment 6A

In this module, you will combine your knowledge of class objects, inheritance and linked lists. You will need to first create an object class encapsulating a Trivia Game which INHERITS from Game.

Game is the parent class with the following attributes:

1. description - which is a string
2. write the constructor, accessor, mutator and toString methods.

Trivia is the subclass of Game with the additional attributes:

1. trivia game id - integer
2. ultimate prize money - double
3. number of questions that must be answered to win - integer.
4. write the accessor, mutator, constructor, and toString methods.

Write a client class to test creating 5 Trivia objects. Once you have successfully created Trivia objects, you will continue 6B by adding a linked list of trivia objects to the Trivia class.

Add a comment heading on all .java files:

- Name
- Date
- Assignment
- Sources used to complete the assignment: (this may be text and page numbers, tutor names and dates, a specific link, etc)

Program grading:

1. Submitted pseudocode showing logic steps to perform required task(s) (1 pt)
2. Submitted java File (1 pt) – include indentations and spacing, use of good naming conventions for variable and class names.
3. Submitted .class File (1 pt)
4. . Submitted Screenshot of properly coded and presented output (and input if required) (1 pt)

Properly working code applying techniques learned in weekly lesson (1pt) **Note:**

Please be aware that copying and pasting code from any other source other than code you have explicitly written on your own is considered plagiarism. If you receive help, that is fine however you need to write your own code, name your own variables and comment your own code. Students turning in the exact same work as another student will all be given zeros. Plagiarism is not tolerated and students found to be plagiarizing will be given a zero and reported to the university; with the possibility of termination of the class and degree program.