**A+ Computer Science STARS AND STRIPES**

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**Lab Goal :** The lab was designed to teach you how to write a class and to write methods for that class.

**Lab Description :** Write methods for class Stars and Stripes. Then, call the methods to create the stars and stripes patterns shown below. Make your own pattern for extra credit.

**Lab Shell :**

**public class StarsAndStripes**

**{**

**public StarsAndStripes()**

**{**

**//Stars Runner code**

**//must make a new object**

StarsAndStripes ref = new StarsAndStripes();

**//example method call**

ref.printTwentyStars();

**//add more methods calls**

**//Stars Runner code**

**//must make a new object**

StarsAndStripes ref = new StarsAndStripes();

**//example method call**

ref.printTwentyStars();

**//add more methods calls**

**printTwoBlankLines();**

**}**

**public void printTwentyStars()**

**{**

**}**

**public void printTwentyDashes()**

**{**

**}**

**public void printTwoBlankLines()**

**{**

**}**

**public void printASmallBox()**

**{**

**}**

**public void printABigBox()**

**{**

**}**

**}**

**Sample Output :**

**Files Needed ::**

**StarsAndStripes.java**

**StarsRunner.java**

**Files Needed ::**

**StarsAndStripes.java**

**StarsRunner.java**

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