Classes and Objects - Exercise I

Congratulations!! You have learned a lot about Java now, and for this exercise you will have the opportunity to apply what you have learned.

1. Create a new Project and call it WhichBall
- Inside the src folder, create a package and give it a name (Remember the naming convention!)
- Inside the package, create your main Class (the class which has a main method)
- Then create another class and call it "Ball"
- Open Ball Class and add: a few "states" (instance variables aka fields) and behaviors (methods)
- Back in the main class, create a few ball objects and give each one of them states, and display all of their "behaviors" in the console.

2. Think of a way to explain someone what classes are and objects?   Please, assume that this person doesn't have any previous knowledge about Java as you do now. (Share your explanation in the forums)
3. Think of three reasons why classes and objects benefit programmers? (Share your explanation in the forums)