Review Lab #2

As the material in this lab is intended as a review, it might be useful to click ‘first year CS Topics’ link on the homepage of our course (**located in Canvas**).

1. Create a new program in codeHS called ReviewLab2. Rename MyProgram to “Tester” - a class that only has a main method like so:

public class Tester

{

public static void main (String[] args)

{

}

}

1. Make a new class called Player (**in the same program as the Tester class**) that represents an individual player on a team, that has the following:
   1. String name and int number as private instance variables.
   2. A default (no-parameter) constructor that initializes name to "Default" and number to -1.
   3. A two-parameter constructor that initializes name and number to the value of the parameters.
   4. Appropriate accessor and mutator methods
   5. A method String toString() that returns a printable String containing the info for a Player object, in the form of:

"Player: <name>, #<number>"

where the angle brackets < and > indicate that you should use the value of the instance variable (rather than literal text). The way Java prints the "value" of an object is by calling the object's toString() method.

1. In the Tester class' main() method, create two Player objects, one using the default constructor and one using the two-parameter constructor, and print a method call toString() for each object to test that your class works.