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CSC243-010

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Project #2

Coin Counter Simulation: Part 1

After some consideration I decided that any Coin instance needs only two attributes and two methods. Every coin needs a name and its respective value, and it needs a method to return its name and value.

The class definition will look something like this:

protected int value;

protected String name;

public String getName();

public int getValue();

I purposefully decided against adding a count attribute because a coin does not need to know anything about other coins - of its own type or otherwise. It only needs to know about itself.

When sub-classes of Coin are defined, their attributes will be initialized to the appropriate default values.

Ex: Penny sub-class

name = “Penny”;

value = 1;