

08.03 Assignment Instructions

Instructions: Using your notes as a reference, define an implementation class for an object of your choice.

1. Create a 08.03 Assignment project in the Mod08 Assignments folder.
2. Carefully read the instructions before you attempt the assignment.
3. Before you begin coding, use a word processor to create a class diagram.
4. Pick an object to implement from your notes. Refer back to your list of objects fitting in categories such as Inside, Outside, Animals, or Personal.
5. Create a new class in your newly-created project folder. The class should be named for your object. Number it as V3 to match the ShapesV3 sample. For example, if you implement a clock object, the class name would be ClockV3.
6. Provide a default constructor for your object.
7. Write two methods to perform an action or calculation for your object. Determine the return type and parameter list.
8. Within the `main()` method, create an instance of your class. Invoke all methods on your new object.
9. Print the results in a user-friendly format. (see Expected Output).

Expected Output: The following screen shot is an example of output for a ClockV3 object. The class contains two methods to calculate the difference in time and converts that value to minutes. Your output will differ based on the object you define.

Time Trials			
Time 1 (hrs)	Time 2 (hrs)	Time Difference (hrs)	Difference in Minutes
2.50	4.50	2.00	120