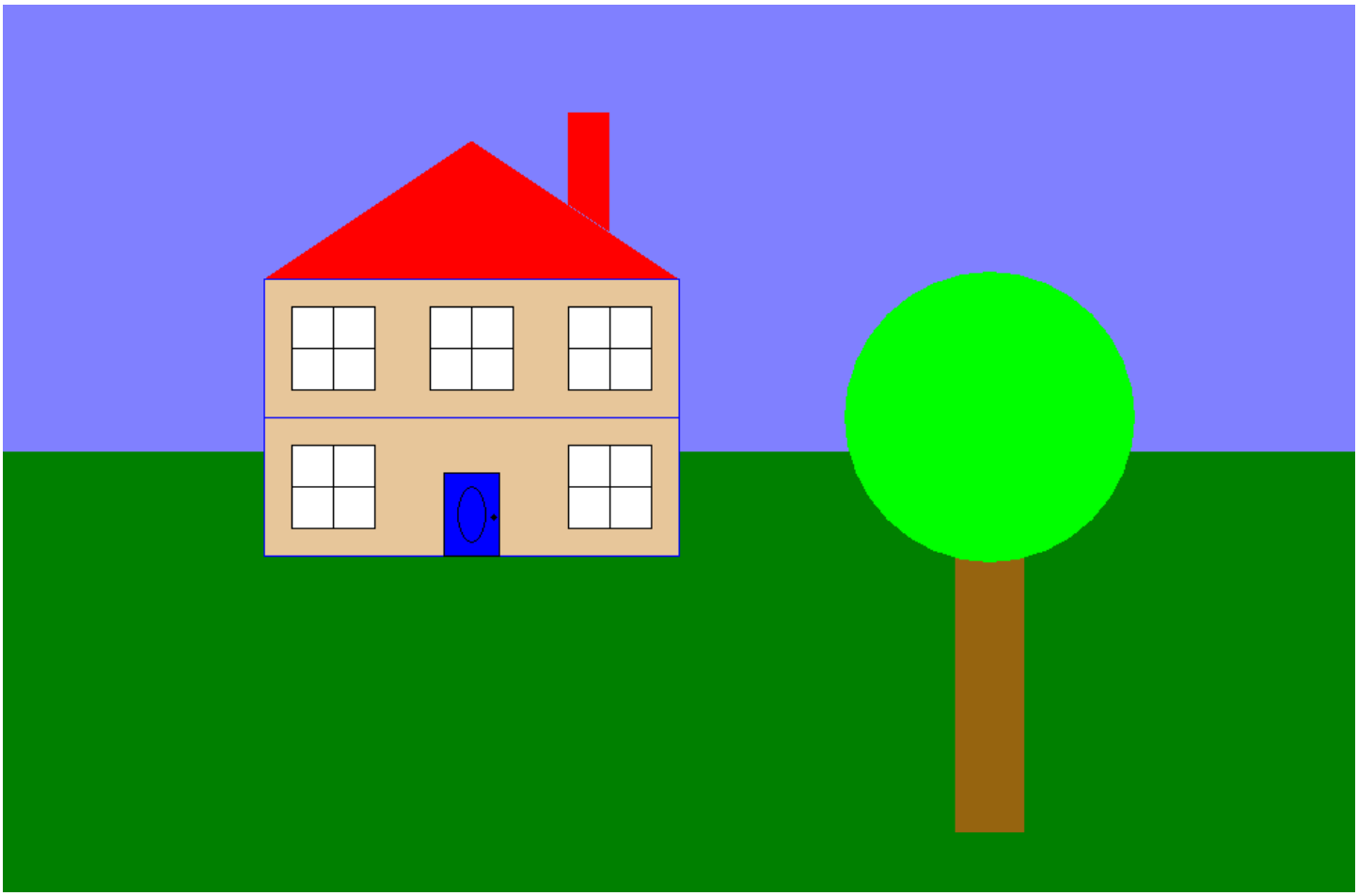
Exposure Java	Lab 07
Open-Ended Lab Assignment	**80, 90, 100 & 110 Point Versions**

Assignment Purpose:

The purpose of this program is to demonstrate knowledge of modular programming and placing program statement in appropriate methods.

Chapter VII introduced creating methods and modular programming with the philosophy of *one task, one module* or method. Methods with a common purpose are placed in a class. The picture below was shown in your chapter and created with three classes, **`Background`**, **`House`**, and **`Tree`**. Each class has multiple methods.



This is your first *open-ended* lab assignment. This means that you are not shown a specific picture or program computation output that is required when you execute your lab assignment. You need to create a graphics display. This display requires one or more classes and each class requires multiple methods. You will work with a partner on this program.

80 Point Version

Your program has one class with four or more methods.

90 Point Version

Your program has one class with four or more methods.
It has a second class with three or more methods.

100 Point Version

Your program has one class with four or more methods.
It has a second class with three or more methods.
It has a third class with two or more methods.

110 Point Version

This has the same classes as the 100 point version, but each class is now in its own file.

Remember…

The program will not receive credit if you place program statements, except for method calls, inside the **paint** method.

All the methods you create must be placed inside a class, which is outside the **`Lab07vXXX`** class (where **`XXX`** matches a point version).

Make sure to use self-documenting identifiers.