



COP 2800, Java Programming

Assignment 6-1

We have covered the “Methods” this week. Apply the concepts that we have learnt in class and come up with a “problem scenario” for which you can create a “solution”. Utilize any/all of the examples from the book and class that we discussed. Your program should be interactive and you should give a detailed statement about what the “description of the program – purpose and how to use it”. You should also use a “good bye” message. Remember to discuss in your “reflection” the advantage of using “methods” – we discussed “re-usability” and “modularity”. Write detail comments on the program.

You need to include all the following:

- Static Methods
- Library methods and user written methods
- Non Static Methods (Class & Object)
- Methods with arguments
- Methods without arguments
- Conditional statements
- Loops

For Example: (you could come up with any other program) - use your creativity

Welcome to my “multifunction” program. In this program I have an interactive program to show the use and benefits of “methods” in Java program. You will see a “selection menu” that would allow you to use the program.

Choose 1. For your “compound interest calculator” of your “retirement nest” income, 2. For your “Interactive input of Employee attributes and then display of their attributes”, 3. For your....

Thank you for using my “multifunction” program. Have a nice day.

Grade rubric:

Program/Problem Description	5
Program comments (detailed)	3
Program code file (.java)	10
Ran program screen shot	2
Assessment/Reflection	3
Challenges	2
Total	25

Please upload the files in the Assignment 6 folder.

Purpose: The purpose of this assignment is to test your comprehension of creating and using different kind of methods. It also assess your creativity in identifying “problem scenario” and designing “solutions” for them.