



## COP 2800, Java Programming

### Assignment 4-1

We have covered the concepts of basic Classes and Objects. We have also seen the use of get/set methods in our classes. This chapter goes over conditional statements (if-else) and some loop statements (while). Apply the concepts that we have learnt in class and come 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.

Write a “class” with templates and then a “TestClass” where you implement the objects created.

Your program should use the following:

- Class-Object
- Get/set methods
- Conditional Statements
- Loops

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 4 folder.

Purpose: The purpose of this assignment is to test your comprehension of classes, objects, constructors, conditional statements and repetition structures. It also assess your creativity in identifying “problem scenario” and designing “solutions” for them.