**Assignment 6-1: Assessment and Property tax Calculator:**

***Prompt***: Write a tax property calculator for a construction company that will calculate the assessment value of the property as well as property tax based on the property tax for each $100 of the assessed value and county tax percentage inputted by the user. Allow the user to conduct calculations for more than one property. In the end, display the total property tax Make use of the object-oriented concepts to make your program maintainable, modular, and scalable. Make your program interactive.

**Assignment 6-1:**

*propertyTaxCalculatorTest.java*

*Text

Description automatically generated*

A new assignment means more practice with OOP, and while I had moments where I was sitting and figuring out where I need to put static or non-static methods, I definitely feel more confident working with methods, classes, and objects. Methods (both static and non-static) allow keeping the chunks of code structured within methods, often referred to as modularity. Thus, there is no need to rewrite and maintain multiple lines of code as you can only change one method and call it on multiple objects, in a case of static.