Last updated 16 January, 2013
Intro to programming Lab 5 (*Classes* and *Objects and Methods*)

Work your way through the listed tutorials to try to solve the following problems:

1. Create a program that:
   a. has two or more classes (three classes is an easy break down)
      i. one being a driver class that has a main method,
      ii. others being helper classes (either for creating objects or for static access to information)
   b. creates at least one object from one of the helper classes
   c. accesses static information both from static variables of a class and from a static method,
   d. accesses non-static information, both from fields (instance variables) of an object and from methods of an object,

2. Question for the discussion boards: Can you have a class that has both static and non-static information available to it? How about one that has static information, non-static information, and a main?

Hint: The creative part of programming is often a challenge (unless you already have a project in mind), so try to think of some example programs that might solve all these requirements with as few or as many uses of the required topics listed above. Feel free to make a game, productivity application, or demo for some topic that motivates you (maybe you like physics modeling, market trends, or games such as Yahtzee, tic-tac-toe, or Monopoly).

Remember to submit your source file(s) for labs (no need to turn in any files created through the tutorials, unless you use those source files to run your program).