Department of
Computer Science
318.795.4266 (Fax) 318.795.2419
One University Place
Shreveport, LA 71115-2399

CSC 135-1, Spring 2020
Dr. Urska Cvek
Lab 4
Assigned: 02-27-20
Due: 03-21-20 by 7 am

Problem 4.1
Design and implement a class that will encapsulate the concept of a television set, assuming a television set has the following attributes:
Price, brand, screen size. Include a constructor, accessor and mutators for each of the attributes, including the method toString. Name this class *Television*.

After you are done with the above, create a driver class called *MyTelevisions,* whose main method is going to instantiate and print at least three Television objects with your chosen attributes. You should read the information about the three televisions from the user (using the Scanner class) and test each of the methods in the Television class.

Problem 4.2
Write a JavaFX application that presents an unlabeled text field in the center of the window surrounded by a circle. When the user enters a radius value in the text field and presses return, redraw the circle accordingly. Name your class *CircleField*.

Problem 4.3
Write a class called *Book* that contains instance data for the title, author, publisher and copyright date. Define the Book constructor to accept and initialize this data. Include setter and getter methods for all instance data. Include a toString method that returns a nicely formatted, multi-line description of the book. Create a driver class called *BookShelf* whose main method instantiates and updates at least three Book objects.

Answer above question as a programming project in NetBeans.
Remember to use the Lab Submission Guidelines when submitting your work!