Ozlympic Games: Date 23 March.

In the game:

Atheletes and Officials – ID, name, age, state of Aus. (superclass abstract “participant” So as not to create generic person ), subclasses athelete,offical)

Three events – swimming, cyclying, running (superclass event, subclasses swimming,cycling, running)

Atheletes subclass – four types – (swimmers, cyclers, sprinters, superAthelets – subclass for each)

Points for winners of games (points class?) – 1st place = 5, 2nd place=2, 3rd place=1, rest = 0 points)

Points carry over from previous games for each athelete.

Each athelete should have a compete() method – random number generate for each type of event. (use polymorphism for different time ranges)

Each game (class?) - has a unique ID – e.g. S01, C02, R05

* One official, at most 8 atheletes.
* Cancel game unless more than 4 participants (random athelete selection)
* Offical summarises the score each game.

User can predict winner for each game. – Only one athelete in one game – Congrats message if correct.

Store information using array? or java collection framework resources ?

Driver class: - drives program – contains main method.

Main start up class – should be called Ozlympic

Menu options – can use Whumpus code.

Your code must provide some data, which are imported through a generic interface as mentioned above. The data should include a few different types of games ready to run.

Questions for Andy:

1. How do I read data via a generic interface?
2. Not all classes need to be sub/super?