

Object-Oriented Programming Using C++

Course 605.604

Summer 2021

JOHNS HOPKINS UNIVERSITY

Whiting School of Engineering

Assignment 2

Due 06/14/21

1. (50 points) This assignment involves writing a program that models a simple date. Design a Date class that models a date as having a month attribute (1-12), a day attribute (1-31), a year attribute (yyyy), and a month name (January-December). Provide appropriate class constructors, getter methods, setter methods, and any other methods you think are necessary to model a simple date. Write a program that creates at least two dates, invokes their behaviors, and displays their attributes. Leap years should be accounted for. Submit your source code and a screen capture of program output.
2. (50 points) Identify candidate classes, including attributes and methods, for the blackjack game description posted on the course website. No code needs to be written for this assignment. Use a UML drawing tool to document each candidate class and be sure to specify attribute and method visibility. Relationships between classes need not be shown.

Submit your work in a zip file using your first initial, last name, and problem set number as follows: *initial_lastname_assignment_2.zip*. For example, if your first name is Jane and your last name is Smith, the name of your submit file would be *j_smith_assignment_2.zip*.