# Chapter 5 Programming Assignment

**Purpose:** To use software development principles of abstraction in problem solving and structured problem solving techniques to create an application that uses  
counter-controlled repetition to perform calculations based on a user’s input.

**Details:**

Create a class called BarChart that displays a series of asterisks (\*) for a specific number. The class’s constructor should have one integer parameter that represents the number of asterisks to display. The class should also have a method called displayBar that displays the series of asterisks.

Create a second class called BarChartTester that contains the main method. The method should ask the user for a number and use the BarChart class to create a BarChart object that displays the appropriate number of asterisks. This should be repeated five times.

The BarChartTester class should produce the following example input/output:

Enter a number: **5**

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Enter a number: **15**

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Enter a number: **7**

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Enter a number: **3**

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Enter a number: **23**

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Upload both source files to Blackboard.

**Note:** Ensure that your program is properly formatted and it follows all Java naming conventions.