

Implementing toString() and equals()

Copy the files for this Practical from Blackboard to your computer. This folder contains the classes and testers for the following questions.

Ensure that you understand the code before proceeding.

After implementing each question below, test your code.

Clock.java

1. Open `Clock.java`. Examine the code. Implement two constructors in the class
 - One that will set instance variables to 0
 - One that will set instance variables to other values to be specified on construction.
 - Using the tester provided test both constructors.
2. What is the purpose of the `toString()` method and explain why you may want to override it?
3. Implement a `toString()` method for the class `Clock`.
4. Implement a new method that will determine if two clocks are equal i.e. if the times are equal.
5. Write a tester class to call your methods.

BankAccount.java

1. Implement a `toString()` method for this class.
2. Implement an `equals()` method for this class.
3. Write a tester class to call your methods.

Employee.java

1. Implement a `toString()` method for this class.
2. Implement an `equals()` method for this class.
3. Write a tester class to call your methods.

Oblong.java

1. Implement a `toString()` method for this class.
2. Implement an `equals()` method for this class.
3. Implement an overloaded `increaseSize()` method. This method should take in one parameter and should increase both the width and height by that amount.
4. Write a tester class to call your methods.