Assignment: Class Diagrams (110 points)

**Objectives:**

* Practice creating classes with method stubs based on a given class diagram.

**Preparation:**

* Install the latest version of Eclipse on your computer.

**Instructions:**

1. Read and understand the following design on page 2.
2. Implement the design with method stubs ONLY.

**Hints**:

* 1. What packages are there? Do you need to implement all of them?
  2. For each class, is it a regular class, a super class, or an interface?
  3. For an entity (attribute or method), what is its visibility?
  4. *Abstract methods are italicized. (This is something we have not discussed yet. But the good news is methods in interfaces are made abstract by default.)*
  5. For an entity, is it a static or non-static method?
  6. For an attribute, is it a final variable?
  7. For a method, what argument(s) does it take? What is its return type?

**Grading Rubrics**:

1. Your code shall compile and run. (10 points)
2. The overall structure of your code is correct, in the package view. (10 points)
3. The implementation of each class is correct. (10 \* 9 = 90 points)

