**Unit 7:** Defining Classes and Methods

Answer the questions and complete the programs in preparation for the end of Unit exam

**Review Questions:**

1. What is an accessor method? What is a mutator method?
2. Can you invoke a method inside the definition of another method?
3. Under what circumstances would you define a private method?
4. What is included in a method header?
5. What does it mean to implement a class?

**Exercises:**

1. Consider a class RatingScore that represents a numeric rating for something such as a movie. Its attributes are:

* A description of what is being rated
* The maximum possible rating
* The rating

It will have methods to:

* Get the rating from a user
* Return the maximum rating possible
* Return a rating
* Return a string showing the rating in a format suitable for display

1. Write a method heading for each method
2. Write pre-conditions and post-conditions for each method
3. Write some java statements that test the class
4. Implement the class