

# **COMP 1409**

Intro to Software Development 1

Java

Lab 3

## Lab 3

The purpose of this lab is to exercise your knowledge around `switch` statements and basic arithmetic.

### Person.java

Continue from the `Person` class from the solution for the last lab. As a reminder, the `Person` class has the following instance variables.

- First Name
- Last Name
- Age
- Height

The `Person` class will have the following additions

- A default constructor (takes 0 parameters) and initializes the instance variables to anything you see fit.
- Create another overloaded constructor that takes 2 `String` parameters, which will set the `firstName` and `lastName` instance variables.
- Declare `static int counter = 0` that will track how many times a `Person` object was created
  - In each constructor, increment `counter` by 1
- Create a method named `getNumberOfTimesCreated()`. This method will return a `String` based on the `counter`. You must use a `switch` statement.
  - If `counter` is at 0, return the `String` “none”.
  - If `counter` is at 1, return the `String` “once”.
  - If `counter` is at 2, return the `String` “twice”.
  - If `counter` is at 3 or more, return the `String` “too many times!”
- You may assume `counter` will not be a negative value.

Be sure to comment your code with appropriate JavaDoc.

Be sure to use proper camelCasing or PascalCasing.

Be sure to use reasonable data types/reference types.

## **Submission**

Compress and submit your source code to the Dropbox in D2L.