

COMP 1409 Lab04b

Your assignment this week is to think Objects.

You are to choose from your home, work, or any other place a physical item and build a class that represents it. You CANNOT copy what we did in class. In choosing your item you must think in broad terms. For example, MyPet would be too specific as it would pertain to one specific object. Your item should be broad enough to represent any given example of it.

In building the class that represents your item it should contain the following data types for fields; **two Stings, an int, a double, a boolean.**

The class you build will also have a constructor (ctor) that takes parameters for each of the fields you declare, and will assign the parameter values to the fields.

You will also include at least three methods that implements actions your item does or that a user interacts with. For now, these methods will have a **void return type** and will simply output a statement to the console indicating that the action has been invoked.

Your submission will be an BlueJ project, which you upload to the appropriate dropbox in D2L as a zip file. Your project will be named <student#>_lab#.zip. The code must follow the proper naming conventions and class organization we have discussed. The code must compile and run to be graded. The submission must be made no later than the deadline specified. Late submission will not be accepted.