

## COMP 1409 Lab 6-a

### In-class lab

An semi-pro hockey team needs to model the attributes and behaviors of their players. Write a class called Player. Include appropriate comments for each class element.

Here are the relevant attributes of a Player object:

- first name
- last name
- height (inches – use int)
- weight (pounds – use double)
- goal scorer (true or false)
- drinks beer (true or false)

Create a default constructor, and an overloaded constructor that takes all field values as parameters. Provide an accessor and a mutator method for each field. The mutator methods must validate their parameters and not change the field if the parameter is not valid.

In the overloaded constructor, call the mutator method for each field instead of using an assignment statement.

Provide a method to display the player's details, e.g.

```
Name: Moose Dupont
Height: 70 inches
Weight: 120.0 pounds
Scores Goals: true
Drinks Beer: false
```

Demonstrate your completed project to your instructor or TA before leaving the lab and be sure we have checked it off. A suggested solution will be given during the next class and labs that have not been checked off will not receive any points.