

CSCI 2302

Objects and Classes Chapter

Program Assignment

Tool

Problem:

- 1) Create/define a tool that is used by any fictional character. Define the UML first, then implement the code in a class/program.
- 2) Create a “test” file, with the identifier, `OC_Program.java`, that creates the weapon/tool, states what the weapon/tool is, and what the weapon/tool does by using its methods.

Your object should have:

- at least 3 states
- mutators and accessors for each state
- at least 2 constructors
- at least 2 behaviors other behaviors that state what the tool is and uses the tool

Requirements: hard code the data in and print to the screen

Make sure to adhere to the requirements that have been stated in class for an object/class.

EnhancedBicycle
- gearCount: int - isElectrified: boolean - enhancement: String
+ EnhancedBicycle() + EnhancedBicycle(gearCount: int, isElectrified: boolean, enhancement: String) + setGearCount(gearCount: int): void + getGearCount(): int + setElectrified(isElectrified: boolean): void + getIsElectrified(): boolean + setEnhancement(enhancement: String): void + getEnhancement(): String + describeBicycle(): String + useEnhancement(): void