

CSCI 2302

Object Oriented Thinking Chapter Program Assignment

Fictional Character

Problem:

1. Create and implement a fictional character class/object that uses a tool class/object.
 - a. Your character class should have at least 3 states, and at least 5 behaviors in addition to the constructors and accessors.
2. Create and implement a “test” file, with the identifier, `OOT_Program.java`, that instantiates the character that uses the weapon/tool; it must state:
 - a. who the character is,
 - b. what the tool is, and
 - c. creates a scenario (like in a comic book or similar) where the fictional character interacts with the tool (uses *all* the behaviors of the tool object and *all* the behaviors of the fictional character object).

The name of the class that is the fictional character must be the name of the fictional character (a specific fictional character). The name of the class that is the weapon/tool must be the name of the specific weapon/tool. Your fictional character uses the weapon/tool (make sure to use the correct class relationship between the two objects).

Input and Output 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 and that your program adheres to the program requirements.

Character Class: SpiderMan
Tool Class: WebShooter

OOT_Program.java
Spiderman
WebShooter
+main(args: String[]): void

WebShooter



Spiderman
- name: String - agilityLevel: int - webType: String - tool: WebShooter
+ SpiderMan(name: String, agilityLevel: int, webType: String, tool: WebShooter): void + introduce(): void + useTool(): void + swingBetweenBuildings(): void + savePeople(): void + fightVillains(): void + setName(String): void + setAgilityLevel(int): void + setWebType(String): void + getName(): String + getAgilityLevel(): int + getWebType(): String + setTool(WebShooter): void + getTool(): WebShooter + toString(): String



WebShooter
- name: String - webCapacity: int
+ WebShooter(name: String, webCapacity: int): void + action(): void + setName(String): void + setWebCapacity(int): void + getName(): String + getWebCapacity(): int + toString(): String