**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.