

WORKSHEET 03C – Due on week 2 day 2*Remember to check your answers afterwards (when applicable)*

1	<p><u>Reading/studying entire C. 3</u></p> <ul style="list-style-type: none"> • Textbook • Slides • Chapter Summary (at the end of the chapter lessons) <p>Keep your notes</p>
2	<p>Do the following programs, and submit online; have code ready in class on due date for QA</p> <ul style="list-style-type: none"> • Program AssetRecorder: <ul style="list-style-type: none"> ○ Do Practice Exercise E 3.11, to create the <code>Employee</code> class, including doing the following: <ul style="list-style-type: none"> ▪ Write Javadoc comments, and verify by checking the API document: for the class, each constructor and each method ▪ Write the <code>EmployeeTester</code> to test your <code>Employee</code> class – remember to “print” the expected values ○ Download the <code>AssetRecorder</code> class from your teacher ○ Run <code>AssetRecorder</code>, and test <code>BankAccount</code> (from previous assignment) and <code>Employee</code> working together • Program CarViewer: <ul style="list-style-type: none"> ○ Download the <code>Car</code>, <code>Star</code>, <code>CarComponent</code>, & <code>CarViewer</code> classes from your teacher to study Note that the CarComponent and CarViewer files are similar to the previously downloaded <code>Shape</code> files, except for the fact that the shapes are now in a separate class so that many (similar) objects may be created/drawn ○ Create a class for an image of your choice, which is equivalent to the Car class: <ul style="list-style-type: none"> ▪ The image of this class may be the same as that of your previous <code>Shape</code> assignment (but NOT required), but its location and size must be flexible, like <code>Car</code> or <code>Star</code>. So, you can lift the previous code (from the body of your <code>ShapeComponent</code>), then replace the hard-coded numbers with variables. ▪ You must create your own class to make a new image of your own. You are not allowed to simply modify the <code>Car</code> class to make a variation of the car image. ○ Modify/create the <code>CarComponent</code> class to include at least two objects of your new class in it, at different locations and of different sizes ○ You may have to modify/create the <code>CarViewer</code> to use your new <code>Component</code> class <p>Submit online before due date/time Demo in class on due date – reminder: have the code with you</p>
3	<p>Self-exploration: Share out in online Discussion.</p>

THE END