OOP with Java

Homework 03: Classes and Objects

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Outline

1. Introduction
2. Tasks

website

Introduction

- We want to practice working with objects and classes
- We use all the stuff we have learned before, including expressions, if-then-else, loops, static routines from `java.util.Math`, etc.
- This homework is comprised of two task
- Send me a zip archive named `hw03_[your_student_id].zip` (where `[your_student_id]` is replaced with your student id) with one answer-folder for each homework task (names `hw03-1` and `hw03-2`)

Task hw03-1: Class Hierarchy I

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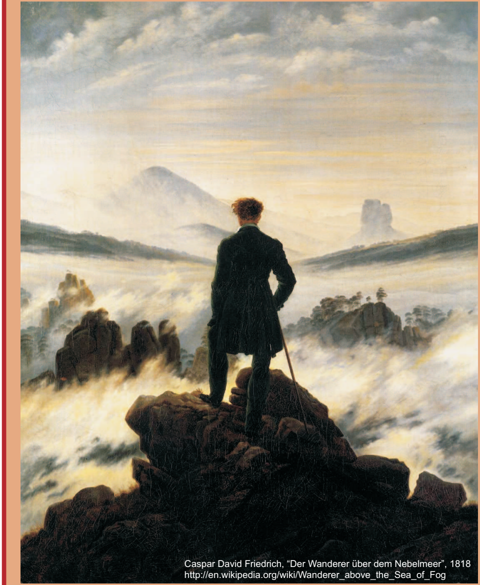

Caspar David Friedrich, “Der Wanderer über dem Nebelmeer”, 1818
http://en.wikipedia.org/wiki/Wanderer_above_the_Sea_of_Fog