

Assignment 04 – Java Concepts, Chapter 03: Implementing Classes
Due: Wednesday, Oct 10th.

Updates & corrections:

Originally the assignment was due on the 8th – the deadline has been extended to the 10th.

Previously, this pdf instructed you to label the second class RoachPopulationTester while the text said to name the second class RoachSimulation. I had meant to mirror the instructions in the text – if you already submitted your work using the pdf name you will not lose points for it.

Exercise P3.11 pg 117

Implement a class called **RoachPopulation** as described on page 117. In particular, note that the class should have one constructor and three methods: `breed()`, `spray()` and `getRoaches()`.

Think carefully about the instance field(s) for **RoachPopulation**. Ask yourself: How many fields do you really need? What type(s) of variable(s) makes the most sense?

Write a class called **RoachSimulation** which tests the class as described in the problem.

Put a copy of your source code files (**RoachPopulation.java & RoachSimulation.java**) into a **.zip** file named **CS125-A04-YOURNAME.zip**. Note: if you have trouble creating zip files in the labs, refer to my tutorial on my CS104 course page.

Upload the **.zip** file to Moodle.

The following rubric will be used for grading:

Description	Points
Correct filename(s) are used	2
Source code content	3
Design: instance field(s) are properly typed	1
Source code compiles without errors	3
Program executes	2
Program output is correct	3
Classes are documented	2
Methods are documented	2
Parameters and return values are documented	2
TOTAL POSSIBLE POINTS:	20