CIS 202 – SPRING 2016

Cover sheet for “Objects Lab” assignment – due 29 April 2016

____ Show the TA that you created two classes. (3 points)
____ Show the TA the three constructors you wrote for the Castle class. (4 points)
____ Show the TA the three methods you wrote for the Castle class, and describe what they do. (4 points)
____ Show the TA how you set the door/wall colors in the draw() method. (4 points)
____ Show the TA where you instantiate your Castle objects. (3 points)
____ Castle's fields are private and its methods and constructors are public. (3 points)
____ Your applet uses a Castle object to draw the castle, instead of doing the drawing itself. (6 points)
____ Your applet uses a second Castle object to draw a second castle, at a different position and with different colors than the first castle. (5 points)
____ The second castle is instantiated using a different form of the constructor than the first castle. (3 points)
____ Each major section of the program is commented. (2 points)
____ Source code is neatly and consistently indented. (2 points)
____ Show the TA that you submitted your code to Canvas. (1 point)
____ Do you qualify for the “early bird” bonus? (1 point)

POINTS EARNED:

POINTS POSSIBLE: 40

T.A. Name ________________________________

T.A. Signature ________________________________
(T.A. will not sign until you sign your name below!)

I certify that I completed this assignment on the date above. I also certify that I did all my own work. I did not copy someone else’s code, including off the Internet. I know what each line of code does, and I can reproduce it in a test situation.

Student’s signature ________________________________