Directions: Use the class outline and structure that you developed in Unit 4 WS07 Creative Objects.

1. Finish writing the class by completing the missing code (variables, methods, coding, etc.)

2. Reminder, be sure that your finished class has the following items built into it:

    a. Encapsulation

    b. Constructor Method

    c. Accessor Method(s)

    d. Mutator Method(s)

    e. Parameters Used

    f. Main Method

    g. Instance Variables

    h. State Variables

    i. Implements at least one default state variable

    j. Implements at least one static variable

    k. Object Reference(s)

3. Add comments (justified right-side) in your code that label the above items (use letters a-k) (please only label each item one time … even if it occurs more than once)

4. Be sure to include enough code within your main method so that the user is able to run your program, test all aspects of the program, and is able to verify that all of your user-defined methods work correctly.

5. When completed, think about ways that you could improve your class. Answer the following:

    a. What additions might you be able to make to your program to make it even better?

    b. Is there something that you wish you knew how to do within your class that you might not currently know how to do?

    c. Is there anything you might be able to do more efficiently or better in your class?