



Proj	Name	Section Day(s)	Section start time
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Component
The Object Project!

Module Overview:

Put your skills to good use by choosing an object that has some interesting behavior that you'd like to model (guitars, calculators, etc.), plan out your object, and then transform that plan into Java code!

Learning objectives

As you review each objective, pause to fill in any gaps in understanding you have

Mastery?	Objective
	Create a class diagram that represents the state (member variables) and functionality (methods) of a single physical object
	Translate a class diagram into a Java class (or set of classes) that models the behavior of the planned object through command-line interaction and contains no main() method
	Create a class with a main() method which creates an instance of the modeled object and demonstrates all of its functionality.fixed

Hamburger Contents: Check 'em off!

Assemble all of these items and slide them into this document folded *hamburger style*. Place on the right pocket of your folder, please.

Got it?	Description
	First draft of class diagram
	Updated and tidied class diagram of final application
	Notes, sketches, & other project-related documents
	This hamburger, thoughtfully completed

Method diagrams

Complete method diagrams for two of your own methods. Include the method name, input types, the name of the calling method, and the return (output) type. See the project guide for examples.

Method 1 Diagram:

Method 2 Diagram:

The Heart of the Matter

Dig out your first draft class diagrams. Now review your final version of your class diagram. List and describe any changes in member variables or methods that occurred during your coding process.