

## CSC 210 Homework #2

A little homework based on Chapter 3, inheritance... and more!

**Due:** Next class... Jan 14<sup>th</sup>

1. Answer Chapter 3 "Review Questions" 1-9 on page 188 of our text.
2. Complete (sort of) Programming Project 2 on page 189. Here's what you should bring to class:
  - A UML class diagram of a solution to the problem.
  - Java code for the classes you define with only stubs for methods. Here are two examples:

```
/** Simulates a student doing his/her homework. Status
    Of the project is displayed on the screen.
    @param hours The number of hours needed to complete
        the homework assignment.
 */
public void doHomework( int hours) {
    // just a stub
}

/** Returns the nickname for the pet.
    @return The nickname of the pet or null if the pet
        Doesn't have a nickname.
 */
String getNickname() {
    return null;    // just a stub
}
```

- Please note a couple things:
  - I used Javadoc to describe my methods.
  - This code should compile.
  - The guts of the methods are essentially empty.
- So please note... you don't have to code up this whole thing. Just do the UML and create the classes with their empty stub methods.
- Bring your printout to class.

thanks... yow, bill