AP Unit 7 Program

Name _____

Pts: 30

class hour _____

Write a Car class called **Car** and client program called **AP1ch07prg02Test** :

Requirements for a "**C**" (maximum 23 out of 30 points)

A) Create a class called Car that will do the following
   1) Have two constructors
      a) A non-default constructor that
         (1) stores a passed string parameter of the car's name like "mustang"
         (2) keeps track of how many car objects have been created
   2) Have two methods
      a) A method that returns the name of the car
         Answer: Should this method have a static modifier? (yes/no) (2 pts) 2a) _____
      b) A static (class) method that returns the number of car objects created
   3) Have two instance field variables one of which is a static (class) variable

B) Create a client program that:
   1) Creates 4 Car object references with their data:
      a) car1 with a name of "mustang"
      b) car2 with a name of "charger"
      c) car3 with a name of "corvette"
      d) car4 with your favorite car name
   2) Calls a method four times that returns the name of the car then outputs the name in the client code.
   3) Calls a method that returns the number of car objects created and outputs the number in the client code.

Requirements for a "**B**" (maximum 26 out of 30 points)

Same as above and have a default constructor that
   1) stores your favorite car's name
   2) also keeps track of how many car objects have been created

Requirements for an "**A**" (maximum 30 out of 30 points)

Same as all of the above and do:
   Capitalize the first letter of the car name after it is returned with the lower case letter i.e. mustang is returned but the output is Mustang.

Output should look like:

Car One is a Mustang (Note: car names only capitalized in "A" programs)
Car Two is a Charger
Car Three is a Corvette
Car Four is a *default name* (Note: this line not in "C" programs)

There are 4 cars

When perfect, show your teacher the coding and output (run). _____

(*teacher signature*)