Program 5f
COP-2250 - Java Programming
Professor: Michael Robinson
e-mail: mrobi002@cs.fiu.edu
Web Page: www.cs.fiu.edu/~mrobi002/teaching

- Turn in the signed source code on paper, and email me the source code.
- Make sure the program is properly documented and aligned uniformly, looking professionally, I will take points off if it is not.

- Include the following header in every program:

```
/***************************************************************************/
Author    : Your Name
Course    : COP 2250 Days and time
Professor : Michael Robinson
Program # : Program Purpose/Description
            {A brief description of the program }
Due Date  : MM/DD/YYYY
Certification:
I hereby certify that this work is my own and none of it is the work of any other person.
........{ your signature }.........
/***************************************************************************/
```

Purpose of this program:
- Implement classes and constructors
  using most of the material learned during this semester

**** NOTE ****
- Each task must be done inside its own method.
- Use main ONLY to create variables and call the methods.

1 - Worth 3 points (Implement Constructor - no main method)
- Create a class with constructors and name it:
  first letter of your last name +
  first letter of your first name +
  the word Class.  ex: rmConst

This class must have:
- Private variables

  - Three constructors that will accept:
    constructor one    = nothing
    constructor two   = an array of the grades you obtained so far in this class
    constructor three = the following three integers 66 40 2

  - EACH constructor MUST have mutator/setter method that will be used to receive other variables from the calling program and set your private variables.

  - EACH constructor MUST have accessor/gettter method that will be used to return values requested by the calling program.

2 - Worth 2 points (Implement external classes - no main method)
- Create a class and name it:
  first letter of your last name +
  first letter of your first name +
  the word Class.  ex: rmClass

- Create a method that will RETURN a String containing your name
- Create a method that will RETURN a String containing your major
- Create a method that will RETURN a String containing your credits taken
- Create a method that will RETURN a String containing your credits needed
- Create a method that will RETURN a String containing current GPA

3 - Worth 3 points (Implement calling program with main method in it)
- Create a main program called: your last name + Fist name initial + pgm5.

- At the main(String arg[]) method in main program:
- Call one method for each constructor of program 1.
  Each method will:
  - Create object-instance of a class for its constructor
  - Method for object one will display "Hello my name is FirstName LastName"
  - Method for object two will accept all your grades and add them.
  - Method for object three will send the ints 66 44 2 to be SWAPPED
  - Using the get/accessor methods display what each constructor has.
  - getter method for object two will return the total amount of points in you grades
  - getter method for object three need to SWAP the the ints and put the in order.
  - Using the mutator/set methods modify the data for each constructor as follows:
    - setter one will accept "I am learning Java at FIU"
    - setter two will accept all your dream grades
    - setter three will accept the ints 333 155 32
  - Again using the get/accessor methods display what each constructor has.

- From the main method
  Call the methods in the external class.

Note: you need to turn in three programs, your Constructor program, the External Class program and the program that uses the Constructor and the External Class.

Extra Credit - worth 2 points

4 - Use GUI messageDialog Boxes and inputDialogBoxes for all communications with the user.