Create an interface

-At least one method, and variable

-----POJOS------------------------

Create an abstract class LABEL A

-with 2 properties

-with 3 methods, at least 1 concrete, 1 abstract

Extend 2 classes LABEL B, C from that abstract class (LABEL A)

-Implement the interface

-Provide 2 additional Methods

-Provide a constructor that will Syso

-Add 2 throws exception declaration to 2 methods, 1 checked, 1 unchecked

Extend 2 SubClasses LABEL D, E one from each of the previous classes (LABEL B,C)

-Provide a Constructor that Calls Super Constructor and Syso afterwards

-Check the inherited methods and the exceptions

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Make a main class that shows you used all the above - Required

Test the senarios below (not graded, to learn)

1. Instantiate a class with an AbstractClass Reference,

use control space to see what variables, and methods are available

2. Cast that AbstractClass reference down.

3. Can you remove the exceptions in the subClasses?

or change it from RuntimeException to Exception or vice versa

Can you change it to a different Exception?

4. Catch the Exceptions, add a finally block, call a method from the catch block

Does the method run before or after the finally block?

5. What are the default values of each scope?

Objects = null for instances at Static aka Class scope

Objects = ? for Instance, Parameter, and Local scope?

Each primitive dafault value?

Part 2:

Persist your instances to a file 1, through Serialization and 1, BufferedWriter and read from them

Part 3:

Spin up a new thread when persisting your instances

Part 4: (Note we did not go over how to read from the Console)

Read from Console to allow input from the user of the application to interact

with the your POJOs