1. Create a class called Person

Properties:

name

age

alive (true or false)

Constructors:

Default: “NONE”, 0, false

One that sets name, age and live

Methods:

birthday: adds one to age

die: changes alive to false

resurrect: changes alive to true

2. Create a class called Robot

Properties:

idNumber

numberOfHumansKilled

nameOfLastHumanKilled

activated (true or false)

Constructors:

Default: 1138, 0, “NA”, false

One that sets idNumber; other values are 0, “NA” and false respectfully

Methods:

killHuman: 1 parameter: name;

// changes the nameOfLastHumanKilled and adds 1 to number of humans Killed

activate: make activated = true

deactivate: make activated = false

3. Create a class called Student

Think of at least 3 properties that you’d need for the Student class. Make one of them average

Create 2 constructors for the Student class: default and one that sets all data.

Methods:

1. Create a method to change the students average

will need one parameter[ the new grade ]

2. Think of another method that will edit one of more of the student parameters.