6   Using Eclipse IDE; Understanding Constructors

Portfolio Problems

Convert your last two sets of portfolio problems to Eclipse. For the last set, separate the classes and interfaces into separate files, each with the name that matches its contents. Make all classes and interfaces, as well as their constructors `public`.

Pair Programming Assignment

6.1   Problem

Complete Part 2 of the Lab 6, dealing with constructors and data integrity.

6.2   Problem

Complete Part 3 of the Lab 6 that asks you to convert your one file program into separate files, each defining one `public` class or interface.

6.3   Problem

Creative Project

   This week you will continue the work on a new game, focusing on understanding all objects that will play a role in the game.

   A. Define a class for each object or a set of objects that will play a role in your game.

   B. For each object (or a set of objects) define the appropriate constructors. You may have a `public` constructor for the instance that is created by the `World` and another, `private` constructor that will be invoked by a method within the class.

   C. Define examples of data for your objects.

   D. Define the methods that draw the objects of your game on a `Canvas`.

   The `draw.jar`, `colors.jar` and `geometry.jar` libraries are available at the *javalib* website.