Lesson Plan week of: October 16, 2006

This week the students are dealing with user defined methods.

5 minutes – index cards with questions

25 minutes – exercise dealing with user-defined methods.

15 minutes – answer questions from the index cards

The rest of class, I will spend with the students and their labs.

Here is the exercise:

```java
public class App {

    public static class Baseball{

        private String star;
        private double average;
        private int age;

        public Baseball(String aStar, double aAverage, int aAge){
            star = aStar;
            average = aAverage;
            age = aAge;
        }
        public Baseball(int aAverage, int aAge){
            average = aAverage;
            age = aAge;
        }
        public void setAge(int aAge){
            age = aAge;
        }
        public int getAge(){
            return age;
        }
        public void setAverage(double aAverage){
            average = aAverage;
        }
        public double getAverage(){
            return average;
        }
        public void setName(String aStar){
            star = aStar;
        }
        public String getName(){
            return star;
        }
    }

    public static void main(String[] args){
        double totalAverage = .600;
    }
}
```
double avg = 0;
String name;
name = "Pujols";
int a = 0;
Baseball base = new Baseball("pujols", 4.5, 25);
name = base.getName();
while(a!=0){
    name = name + " ";
    base.setName(name);
    a++;
}
totalAverage = base.getAverage();
for(int i = 0; i < 5; i++){
    totalAverage = base.getAverage() * .5;
    avg = totalAverage * .5;
}
System.out.println("The star is " + base.getName() + " he is " + base.getAge() + " years old and ");
System.out.println("his higher batting Average is " +
totalAverage + " or " + avg + "?");
}
}//end main