



might require 3 statics???) classes. Test from the test classes.

But how do I get access to a class variable?

```
public class EmployeeTest {
    public static void main(String[] args) {
        System.out.println("Before adding employees");
        System.out.println("Total Emp" + Employee.totalEmployees);
        System.out.println("Total Salaries" + Employee.totalSalary);
        Employee joe = new Employee("Ian Fisher",52000);
        Employee joe = new Employee("Bobby Fisher",102000);
        System.out.println("After adding employees");
        System.out.println("Total Emp" + Employee.totalEmployees);
        System.out.println("Total Salaries" + Employee.totalSalary);
    }
}
```

NOTE: although these are not covered on the ap exam, you can write a method for a class that will get called right before the object is destroyed or garbage collected.

```
public void finalize()
{
    //reduce object count here
}
```

Optional: add the finalize method to your classes to adjust your total salary and employee count

**UPDATE: 11/5/2015:** Unfortunately finalize does not get called with any certainty and you cannot force it to be called. So when looking at total salaries for example, they will not nec get reduced even though a reference goes out of scope☹

3. Add exception handling to your classes. Throw illegal argument exceptions if the parameters are illegal. Pick one of your mutator methods for each class and modify it so that it throws an IllegalArgumentException. Modify your test classes to use a try catch block to handle the exception.

Below is an example;

```
//From Employee.java file
public void setSalary(double sal) throws IllegalArgumentException
{
    if (sal>=0)
    {
        salary = sal;
    }
    else throw new IllegalArgumentException("Can't have negative salaries");
}
```

```

}

//From EmpTest.java file
public class EmpTest
{
    public EmpTest()
    {
        Employee e1 = new Employee();
        System.out.println(e1.getEmployees());
        try
        {
            e1.setSalary(-10);
        }catch(IllegalArgumentException ia)
        {
            System.out.println(ia);
        }
    }
}

```

<b>Project Name</b>	Use your existing project with classes
<b>Class 1 Name</b>	Employee(given to you)
<b>Class 2 Name</b>	Car
<b>Class 3 Name</b>	Student
<b>Class 4 Name</b>	Planet
<b>Class 5 Name</b>	<YOUR UNIQUE CLASS>
<b>Class 6 Name</b>	Moosk Updated

<b>Rubric</b>	
Redefine toString in 4 classes	20
<b>Test toString</b>	<b>5</b>
Define class variables in 4 classes (2 for employee 1 for salary, 1 for num employees) 1 for Car, total miles driven 2 for Student totalPointsAllStu and totalQuizzesAllStu 1 for Planet daysPassed	20
<b>Test class vars</b>	<b>20</b>
Modify 1 setter or Constructor in each class to throw an exception	5X4 = 20
<b>Test exceptions</b>	<b>10</b>
Comments	15

**TOTAL**

**110**

**\*Recursion\*Linear Search\*Binary Search\*Grid World Case Study\*File Processing \*nlogn\*Hangman\***