DUE: On Blackboard, Monday, February 14 at 11:59PM. Upload your .java files as attachments.

The goal of this lab is to write code that define a class and then implements and demonstrates all combinations of instantiating and referring to one or many objects through one or many reference variables.

When you have created a SEPARATE DIRECTORY for Lab 02, show it to the TA to get credit for that. Every separate project in a separate directory is required in this course!

To be done in the lab. Complete at home if necessary. Book Classes and media resources will not be used. This lab references Lecture 04 of February 1, including the Mad Ph.D. Makes Objects Video. See its materials on the Web site for needed information.

1. Define a House class. It must have at least one instance variable or field that can be changed and accessed. Idea: Use int numberOfHDTVs;

2. Instantiate SEVERAL Houses (at least 5).

3. Use ONE variable (local variable in the main() method) to refer to several (at least 3) different Houses at different times.

4. Use SEVERAL variables (at least 3) to refer to the SAME House at the same time.

5. Demonstrate how, if you change of say the number of HDTVs of a house through one variable, and print the number of HDTVs in that same house but by referring through a DIFFERENT variable, you will observe the change.

6. The Lab TA will conduct a discussion about effective ways of observing these effects. You will get credit for handing in a complete application which when run demonstrates all the effects of the demonstrations assigned.