

**Exercise 1:**

Make a copy of your Part 4 class from Coursera week 2 and call it Part5. Change the code so that it scans the Resources page of my website and prints out the links to all the files hosted at desertacademy/balei/Math.

**Exercise 2:**

Add a method called countOccurrences to your Part3 from Coursera week 2 that counts the number of occurrences of stringa in stringb. Before writing the code, write comments in English describing, step-by-step, what it will do. Leave the comments in your code. Test your new method using the pairs of strings

“a” and “banana” \_\_\_\_\_ correct answer: 3

“se” and “She sells sea shells by the sea shore.” \_\_\_\_\_ correct answer: 3

“xox” and “boxes of sox” \_\_\_\_\_ correct answer: 0

**Exercise 3:**

Choose an “**object**” from the list below (or make one up yourself)

Car, Animal, Student, Employee, Athlete, Company, ...or ?

For your chosen object, decide on three characteristics or **fields** that describe the state of the object

Field 1: \_\_\_\_\_ Field 2: \_\_\_\_\_ Field 3: \_\_\_\_\_

Describe four processes or **methods** that could be applied to your object to change the state of one or more of the fields. Be detailed.

Method 1: \_\_\_\_\_

\_\_\_\_\_

Method 2: \_\_\_\_\_

\_\_\_\_\_

Method 3: \_\_\_\_\_

\_\_\_\_\_

Method 4: \_\_\_\_\_

\_\_\_\_\_

Now create a class that is a template for your object, including the methods you describe above and a method to **construct** a specific object and another method to report on the state of a given object.