

PBL: Grade Book Part 1: class Assignment

This assignment continues the project to create software for a school grade book that will hold the scores that students received for their assignments.

You should have completed coding and testing `class Student`, where each `Student` object contains a single student's student number, family name, and given names.

You should also have considered the information that should be stored in an `Assignment` object. So that we may keep all students approximately working approximately on the same, follow the minimum specifications for the `class Assignment` below. Compare your design to the specifications. You are permitted to add additional information to the `Assignment` class, but for compatibility, maintain the minimum specifications given.

Part 1

Write `class Assignment` such that contains private instance fields to store:

- the name of the assignment
- the maximum score possible, an integer value
- an assignment number that is assigned serially:
The first assignment object is to be numbered 1, the second assignment object is to be numbered 2, etc. This will require a static field to keep track of the number of assignment objects created that is initialized to a value, and incremented each time the constructor is called.

Include the following methods:

- a constructor that sets every instance field and increments the counter for the number of assignments
- getters: `getName`, `getMaxScore`
- a static getter to get the number of assignment objects created: `getNumberOfAssignments`
- an appropriate `toString` method

Part 2

Write `class TestAssignment` that:

- has a `main` method (and other methods, if helpful)
- instantiates a few `Assignment` objects
- tests all the methods within the `Assignment` class