

CSCI 161: INTRODUCTION TO PROGRAMMING I
LAB 5: ROCKET REDUX (20 POINTS)
(VARIABLES, CONSTANTS, METHODS, for LOOPS, CONTROLLING COMPLEXITY)

Overview

Before you do anything, read through this lab very carefully. Read the Helpful Hints.

Name your project "Lab5Rocket", name the class "Rocket".

Instructions:

- Copy and paste your Rocket code from Lab4Rocket
- Design your rocket so that it is now resizable – using constants – and if you are brave, try using parameters
- Use good programming style: write a **comment** for each method and loop, and indent appropriately, and use white space to make your program readable. **Points will now be deducted for not following these guidelines.**
- Read the helpful hints – because they are meant to be useful
- When you submit, use a size of 5

Input Specification

No input is required

Required Methods

Use several (ideally five) static methods, including main

Helpful Hints

- Read lab4Rocket – same hints apply
- A constant will be very important to this problem – and this is the biggest hint ever
`public static final int HEIGHT = _____;`

