

1. PROGRAM 5 INSTRUCTIONS, CS101, PROF. LOFTIN

Implement the `Diamond` class. The `Diamond` class should contain the following methods:

```
Diamond(int n) // Constructor, for a Diamond object of side-length n
void printOut() // Prints the Diamond shape to the screen
```

Your program must work with the following driver file:

```
import java.util.Scanner;
public class DiamondDriver{
    public static void main(String[] args){
        Scanner scan = new Scanner(System.in);
        int sides;
        System.out.print("How many sides? ");
        sides = scan.nextInt();
        Diamond d = new Diamond(sides);
        d.printOut();
    }
}
```

2. PROGRAM REQUIREMENTS

Turn in your `Diamond` class code named `Diamond.java` to Blackboard. Your file must work with the `DiamondDriver.java` driver file above. Only turn in your `Diamond.java` file, not the `DiamondDriver.java` file. You may not change the file `DiamondDriver.java` to get your program to work (all your work must be done in your `Diamond.java` file).

3. COMPILING AND RUNNING YOUR PROGRAM

Make an exact copy of the `DiamondDriver.java` file above and put it in a directory in your `pegasus` account. In the same directory, write your file `Diamond.java`. To compile, type `javac DiamondDriver.java` at the `pegasus` prompt. Then to run your program, type `java DiamondDriver`

4. HOW TO DO IT

Your `Diamond` class should have a `private int` variable storing the number of sides. As mentioned above, your `Diamond` class's interface must include `public` methods listed above as well. You should use loops to implement the output.

