

Rubrics of Programming Project for Assessing SLO#1

1. FitnessTracker class
 - a. Getters and setters
 - b. Constructor
 - c. Default values for the constructor
2. Overloaded constructor
 - a. Constructor with parameters
 - b. Test the constructors with needed statements
3. Modify the FitnessTracker class
 - a. Use the default constructor
 - b. Test the class