Graphical user interface, application

Description automatically generated

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public class Weather {  
 private double temperature;  
 private boolean result;  
  
 public void setResult (double testTemp) {  
 if (testTemp >= -10.0 && testTemp <= 55.0) {  
 temperature = testTemp;  
 result = true;  
 }   
 else {  
 result = false;  
 }  
 }  
  
 public boolean getResult(){  
 return result;  
 }  
}  
  
  
The driver class is below:

public class WeatherDriver {  
 public static void main(String[] args) {  
 Weather w1=new Weather();  
 w1.setResult(35.7);  
 System.out.println("expected output is true and result is "+w1.getResult());  
  
 Weather w2=new Weather();  
 w2.setResult(-30.6);  
 System.out.println("expected output is false and result is "+w2.getResult());  
 }  
}  
  
The output is:  
expected output is true and result is true   
expected output is false and result is false  
  
note:   
the first line of output is for Monday with temperature set at 35.7  
the second line of output is for Tuesday with temperature set at -30.6

public class Weather {  
 //instance variable  
 private double temperature;  
  
 //constructor  
 public Weather(double initTemperature){  
 setTemperature(initTemperature);  
 }  
  
 //accessor  
 public double getTemperature(){  
 return temperature;  
 }  
  
 //mutator  
 public boolean setTemperature(double newTemperature){  
 boolean retVal=false;  
 if (newTemperature>=-10 && newTemperature<=55){  
 retVal=true;  
 temperature=newTemperature;  
 }  
 else{  
 retVal=false;  
 }  
 return retVal;  
 }  
}

public class WeatherDriver {  
 public static void main(String[] args) {  
 Weather w1=new Weather (35.7);  
 System.*out*.println(w1.getTemperature());  
  
 Weather w2=new Weather (-30.6);  
 System.*out*.println(w2.getTemperature());  
 }  
}

output:

35.7

0.0