

Experiment 3

1. Design a class named MyInteger. The class contains:
 - An int data field named value that stores the int value represented by this object.
 - A constructor that creates a MyInteger object for the specified int value.
 - A getter method that returns the int value.
 - The method isEven() returns true if the value in this object is even.
 - The static method isEven(int) that returns true if the specified value is even.
 - The static method is Even (MyInteger) that returns true if the specified value is even.
 - The methods equals(int) and equals(MyInteger) that return true if the value in this object is equal to the specified value.

2. Create a class called Dog with an overloaded bark() method. This method should Be overloaded based on various primitive data types, and print different types of barking, howling, etc., depending on which overloaded version is called. Write a main() that calls all the different versions.
 - Create a class without a constructor, and then create an object of that class in main() to verify that the default constructor is automatically synthesized.
 - Create a class with two (overloaded) constructors. Using this, call the second constructor inside the first one.