AP Computer Science – Chapter 4

**School Class**

Part A:

* Design a class called **School** to describe a school. At a minimum, the class must contain the following (you pick the default values)
  + **schoolName –** a private String variable representing the name of the school
  + **schoolAddress –** a private String variable representing the school address
  + **principal** – A private String variable for the school’s principal.
  + **numberOfFreshmen** – an int representing the number of freshmen
  + **numberOfSophomores** – an int representing the number of sophomores
  + **numberOfJuniors** – an int representing the number of juniors
  + **numberOfSeniors** – an int representing the number of Seniors
  + Getter and Setter methods for each of the member/instance variables
  + **Constructors**
    - A public no-arg constructor that initializes the variables to their default values
    - A public constructor that takes values for all the instance variables
    - A public **copy constructor** that takes an existing School object as an input parameter and creates a new School Object that’s a copy of it. Like this:

public School(School oldSchool) {

schoolName = oldSchool.schoolName;

schoolAddress = oldSchool.schoolAddress;

and you fill in the rest

}

* + A public **toString()** method that returns a String containing the school’s info
* Your **main method** should
  + Create a School object with values of your choice.
  + Call println for the object created
* Attach the output to the code you submit.

Part B:

* Modify the code for the **School** class to include the method

**public int getTotalStudents() - returns a count of all students in the school.**