```java
package airport;
/* Airport class
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*/

public class Airport
{
  /// 1. ***** Define the instance variables  *****
  //  airportCode is a String
  //  gates is an integer

     private String airportCode;
     private int gates;
     static int countAirports = 0;

  // 2. ***** Write this method *****
  // Default constructor:
  // method name: Airport
  // return value:  none
  // parameters: none
  // function: sets the airportCode to an empty String

     public Airport( )
     {
         airportCode = " ";
         countAirports++;
     }


  // 3. ***** Write this method *****
  // Overloaded constructor:
  // method name: Airport
  // return value: none
  // parameters:  a String startAirportCode and an int startGates
  // function:
  //      calls the setAirportCode method,
  //                  passing startAirportCode parameter;
  //      calls the setGates method, passing the startGates parameter

     public Airport( String startAirportCode, int startGates )
     {
         setAirportCode( startAirportCode );
         setGates( startGates );
         countAirports++;
     }


  // 4. ***** Write this method *****
  // Accessor method for the airportCode instance variable
  // method name: getAirportCode
  // return value: String
  // parameters: none
  // function: returns airportCode

     public String getAirportCode( )
     {
         return airportCode;
     }
     public static int getCountAirports( )
```

```
    {
        return countAirports;
    }



// 5. ***** Write this method *****
// Accessor method for the gates instance variable
// method name: getGates
// return value: int
// parameters: none
// function: returns gates

  public int getGates( )
  {
      return gates;
  }


// 6. ***** Write this method *****
// Mutator method for the airportCode instance variable
// method name: setAirportCode
// return value: void
// parameters: String newAirportCode
// function: assigns airportCode the value of the
//                    newAirportCode parameter

  public void setAirportCode( String newAirportCode )
  {
      airportCode = newAirportCode;
  }



// 7. ***** Write this method *****
// Mutator method for the gates instance variable
// method name: setGates
// return value:  void
// parameters: int newGates
// function: validates the newGates parameter.
//   if newGates is greater than or equal to 0,
//       sets gates to newGates;
//       otherwise, prints an error message to System.err
//        and does not change value of gates

  public void setGates( int newGates )
  {
    if (newGates >= 0)
    {
      gates = newGates;
    }
    else
    {
      System.err.println( "Error" );
    }
  }

 //8. Write a toString method.
  public String toString( )
```

```
    {
        return ("The airportcode is"+airportCode+"The gates are"+gates);
    }

   //9. Write an equals method.
    public boolean equals (Object o)
    {
        if (!(o instanceof Airport))
            return false;
        else
        {
            Airport objAirport =(Airport)o;
            if(airportCode.equals(objAirport.getAirportCode()) &&
gates==objAirport.getGates())
               return true;
            else
               return false;
        }
    }
}  // end of Airport class definition
```