

Next tasks are from the page 192 of Java Book (Silander, Ollikainen & Peltomäki).

Tasks

1. Implement for trade loyalty customers class **Member**, which properties are **member ID**, **name** and **bonus money accumulation** (in euros). Implement also set- and get-methods.
2. Implement a main program, where you create two instance of class Member and set value 0 to **bonus money accumulation**. Invent values of **member IDs** and **names** and set values with set-methods. Print all property values of both instance with get-methods.
3. Insert into class Member (task 1) one parametric method **increase bonus money accumulation**. Value of the parameter tell how much the value of property **bonus money accumulation** must increase. In test program you have to increase by 3 **bonus money accumulation** of instance 1 and by 5 **bonus money accumulation** of instance 1. Print all property values of both instance with get-methods.
4. Implement a three parametric (**member ID**, **name** and **bonus money accumulation**) constructor of class **Member**. Create one new instance of Member using this three parametric constructor which gives 50 euros as a new member offer.
5. Implement a two parametric (**member ID** and **name**) constructor of class **Member**. This two parametric constructor gives always 20 euros as a new member offer.