Hands-on Activity
Blood Bank (Part 2)

Objective:

At the end of the activity, the students should be able to:

- Apply encapsulation to a program.

Software Requirements:

- Latest version of NetBeans IDE
- Java Development Kit (JDK) 8

Procedure:

1. Modify your program from **04 Hands-on Activity 1** to apply encapsulation. Make **bloodType** and **rhFactor** non-static and private. Remove the constructor with two (2) parameters.
2. The names of the public setter and getter methods should be:
    - setBloodType()
    - setRhFactor()
    - getBloodType()
    - getRhFactor()
3. Use the setter methods to accept user input.
4. Display the values by calling the getter methods.

Sample Output:

```
Enter blood type of patient:
Enter the Rhesus factor (+ or -):
O+ is added to the blood bank.

Enter blood type of patient: B
Enter the Rhesus factor (+ or -): -
B- is added to the blood bank.
```

GRADING RUBRIC (100 points):

Criterion	Description	Max Points
Correctness	The code produces the expected result.	40
Logic	The code meets the specifications of the problem.	40
Efficiency	The code is concise without sacrificing correctness and logic.	10
Syntax	The code adheres to the rules of the programming language.	10