**CS151 Spring 2020 Project 3**

**User Defined Class**

Write a class Grinder that represents a menu item from the fast food restaurant. It should contain instance data: name(String), bread(String), calories(int), and price(double). Define Grinder constructor to accept and initialize all instance data. Include getter (accessor) and setter (mutator) methods for all instance data. Provide toString method that returns one line description of the Grinder as a String. Provide method isLight() that returns a boolean indicating if the grinder has less than 120 calories.

Create a TestGrinder class with main method in it. Make instance of three Grinder objects of your choice within main method. At least one grinder should be light. For each object invoke methods toString and isLight, and also invoke different pair of getter and setter methods. Provide appropriate print statements to explain the result of each invoked method to user.

Follow instruction for the previous projects.

Submit the project in docx format to Blackboard Learn in Project 3 assignment before the due date/time.