CLASS

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\*/

package mid.term\_exam\_program;

/\*\*

\*

\* @author gawitt

\*/

public class IUS\_Basketball {

// attributes// private attributes for name, starter, and number

private String name;

private boolean starter;

private int number;

IUS\_Basketball(){}

//no argument constructor

IUS\_Basketball(String a, boolean b, int c){

String name = a;

boolean starter = b;

int number = c;

}// three argument constructor

public String getName(){

return name;

}// accessor to reveal private attributes name of the player.

public void setname(String a){

name = a;

}// mutator to set name of the player.

@Override

public String toString()

// overide to string

public void display(){

System.out.println("========================");

System.out.println(" name:" + name );

System.out.println(" Starter:" + starter );

System.out.println(" number:" + number );

System.out.println("========================");

}// Display Method to reveal all of the information about the player

}// Class

CLIENT:

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\*/

package mid.term\_exam\_program;

/\*\*

\*

\* @author gawitt

\*/

public class MidTerm\_Exam\_Program\_Client{

/\*\*

\* @param args the command line arguments

\*/

public static void main(String[] args) {

player1 = new player("Gideon", false, 34);

player1

System.out.println(player1.);

}// main

}// class