Assignment:
Make the following modifications/additions to your class from HW1. Even if it doesn't make sense from a practical standpoint to actually have these in your class, add them to your class for this assignment. (You can remove them once the assignment has been graded.)
- Modify the printDetails() method regarding the boolean field. Instead of displaying its true/false value, have it output a statement based on the value of that field.
    - *e.g.*
    my old version:
    ```
    Name: Mothman Search Team
    From: Point Pleasant, WV
    Year: 2017
    Color(s): green w/black writing
    isFunctional: true
    ```
    new version:
    ```
    Name: Mothman Search Team
    From: Point Pleasant, WV
    Year: 2017
    Color(s): green w/black writing
    is a real pick
    ```
    (note: when this last field is false, this line would read "`is a novelty pick`")
- Two new mutators for your numeric field(s)
    - One should take no parameters and modify the value of that field the same way each time it's called
    - One should take a single parameter to indicate by how much that field should change.
    - You can use any operation for these mutators; they don't even need to use the same one.
- A new printShortDescription() method
    - This method should display just a few details about your item, but do so on a single line with a single System.out.println() method.

Related Learning Outcomes:

implement objects in Java code and write programs to use them appropriately.
C 1.2: Write a method signature
C 2.1: Determine the output from a method
J 2.1: Add a field to a class, including mutator and accessor method
J 2.3: Write an if-else statement

Grading Rubric:

M – all items listed above are present. Making use of proper programming conventions (naming, dating, etc) could earn an E

Due Date/Time: as indicated on Canvas