

```
numObj = new Num(userInput);
```

Error of using the numObj before starting

```
Num numObj = new Num(userInput);
```

```
package Mastery;
import java.util.Scanner;
class Num {
    private int number;
    String (int number) {
        this.number = number;
    }
    String getWhole() {
        return number;
    }
    String getOnes() {
        return Math.abs(number) % 10;
    }
    String getTens() {
        return (Math.abs(number) / 10) % 10;
    }
    String getHundreds() {
        return (Math.abs(number) / 100) % 10;
    }
}
```

- Removed the String return . into a constructor should only have the class name (Num) and parameters.
- Change the return type of getWhole(), getOnes(), getTens(), and getHundreds() to int because they deal with integer values.
- Add a main method to allow the program to run and test your Num class