

```

/*
 * To change this license header, choose License Headers in Project
Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package model;

/**
 *
 * @author Adarsha
 */
public class ActiveUser {

    private String username;
    private String password;
    private int activeUser_id;

    public ActiveUser(String username){
        // this.password = password;
        this.username = username;
    }

    public ActiveUser(){};

    public String getUsername() {
        return username;
    }

    public void setUsername(String username) {
        this.username = username;
    }

    public String getPassword() {
        return password;
    }

    public void setPassword(String password) {
        this.password = password;
    }

    public int getActiveUser_id() {
        return activeUser_id;
    }

    public void setActiveUser_id(int activeUser_id) {
        this.activeUser_id = activeUser_id;
    }

    @Override
    public String toString() {
        return "ActiveUser{" + "username=" + username + ", password=" +
password + ", activeUser_id=" + activeUser_id + '}';
    }
}

```

