

In terms of design consideration, Prog2.java is much better in explaining what each instance of a variable is and what the methods do. In class A, starting with the private string name, the note explains why the variable is implemented that way. Making the instance variable private also force the user to use getters and setters to change or read the variable, and can useful if you do not want them to be changed. In class B, the notes provide the terms for each call, and what they are doing, so the reader doesn't have to trace to figure out what they accomplish. Overall, the use of getters and setters make code much more readable by having descriptive names that tell readers what is happening and by controlling what can be done to a variable and creates a looser coupling communicating only the necessary information needed. Class A also has a functional cohesion performing one task, which makes the class much more effective.