JavaClasses&Objects.md 11/29/2022

Submit: Java Classes & Objects

1. Create a Pet Class with the following instance

###Variables:

- name (PRIVATE)
- age (PRIVATE)
- location (PRIVATE)
- type (PRIVATE)
- two constructors(empty, all attributes)
- Code to be able to access the following (Get Methods):
 - o name
 - o age
 - o type
- Code to be able to change (Set Methods):
 - o name
 - o age
 - location
- 2. Create a Custom Class (anything you want car, phone, holiday, etc.).

###Requirements:

- Minimum 3 private instance variables
- A constructor that uses only 2 of your 3 variables
- A constructor that uses all 3 of your instance variables
- Get methods for all 3 of your instance variables
- Set methods for all 3 of your instance variables
- A method that returns a Boolean
- A method that returns a String
- (For example, if I created a Santa Custom Class, my code would look something like the attached Santa.java file.

Submit a link to your GitHub repository