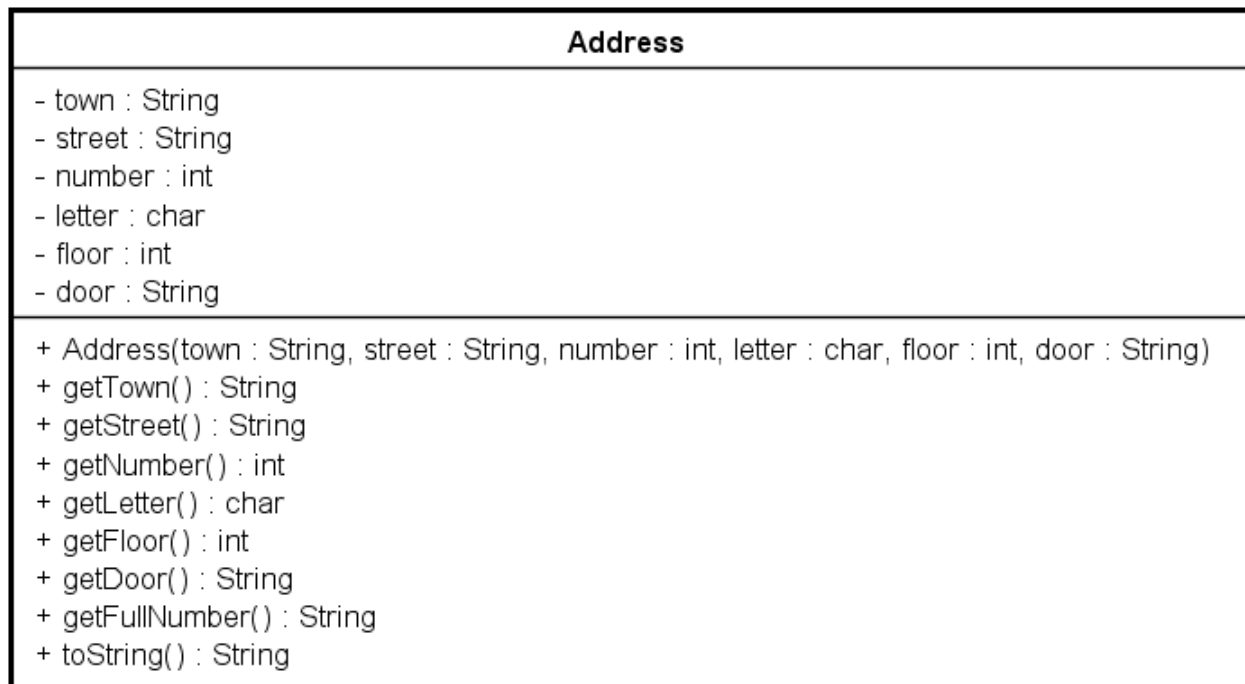


Exercise: Address, version 1



Create a new module in IntelliJ and name it `Address_v1`

Create a class called `Address` that represents an address with the information shown in the UML class diagram. Your class need to have

- A constructor that initializes all instance variables (assume that the values provided are correct).
- Getters for all instance variables.
- A method `getFullNumber()` that return a string with the address number (number, letter, floor and door) in a proper format.
- A method `toString()` that return a string with the address in a proper format. Make use of method `getFullNumber()`

Implement a test class with a main method for your class `Address` (name the class `AddressTest`). Do at least the following:

- Read user, town, street, number, letter, floor and door from keyboard and create an `Address`.
 - Note1:* You cannot read a `char` from keyboard (for letter), instead read a string and get the first character the following way:

```
String line = keyboard.nextLine();
char letter = line.charAt(0);
```
 - Note2:* If the application is not waiting for you to type in the string (for the letter) after reading the `int` (for number) then consult Code Listing 2-31 (code line 27 and the comments after the code listing) – p. 118-119. Remember also to do the same thing after reading the second `int` (for floor)
- Print out the result from each of the getter methods
- Print out the full number string
- Print out the address using method `toString`

Is the output as expected?