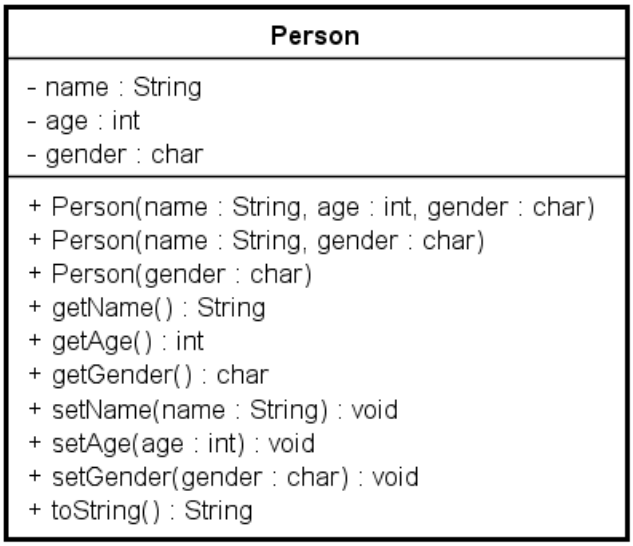
Exercise: Person, version 1 (Video solutions: Person and PersonTest)

Create a new Module in IntelliJ and name it `Person_v1`.

Add a new class called `Person` representing a person with a name (type `String`), age (type `int`) and gender (type `char`)



a) Add a three-argument constructor with parameters for all instance variables.
b) Add a two-argument constructor with name and gender as parameters. Initialize the age to zero.
c) Add a one-argument constructor with gender as the only parameters. Initialize the name to `null` and age to zero.
d) Add getters for all instance variables.
e) Add setters for all instance variables.
f) Add a method `toString` returning a string with the values for name, age and gender (in the same string)

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

1. Read name, age and gender from keyboard and create a `Person` object using the three-argument constructor.
   - *Note1*: You cannot read a `char` from keyboard, instead read a string and get the first character the following way:

     ```
     String line = keyboard.nextLine();
     char gender = line.charAt(0);
     ```

   - *Note2*: If the application is not waiting for you to type in a string (for the line/gender) after reading the `int` (for age) then consult Code Listing 2-31 (code line 27 and the comments after the code listing) – p. 118-119
2. Print out name, age and gender of the Person object - using the getters.
3. Print out the person using `toString`.
4. Change the name using `setName` and printout again, either using `getName` or `toString`.
5. Change the age using `setAge` and printout again, either using `getAge` or `toString`.
6. Change the address using `setGender` and printout again, either using `getgender` or `toString`.
7. Create two more persons using each of the other constructors either from keyboard input or hardcoded values (literals)
8. Go through step 3-6 for both of the persons.

Is the output as expected?