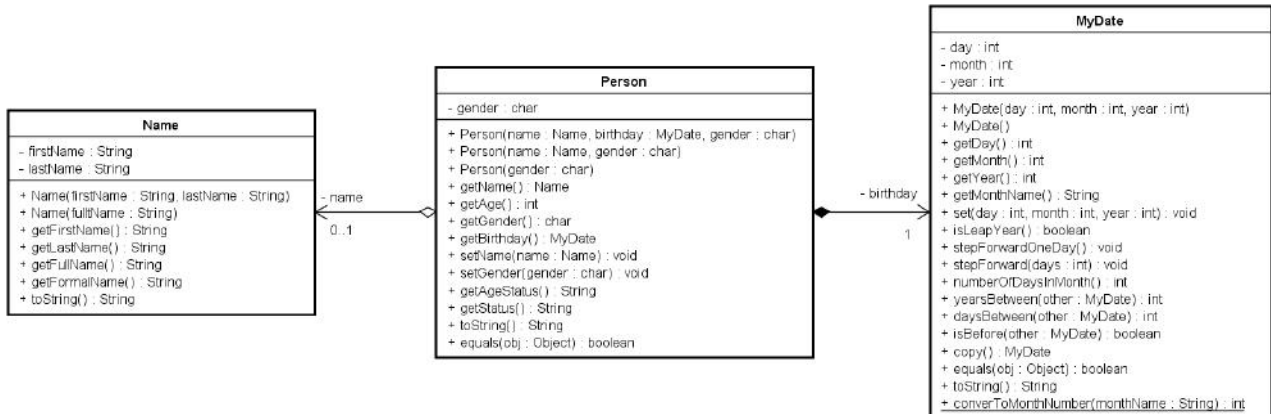


Exercises, SDJ1

Exercise: Person (Exception version)

Find classes `Person`, `Name` and `MyDate` from the session 10 Person-exercise and copy into a new module. The class diagram may look as shown below:



Modify Class Name (related to exceptions)

- If any of the parameters in the 2-argument constructor is `null` or a string with less than 2 characters, then throw an `IllegalArgumentException` with a proper message.

Modify Class Person (related to exceptions)

- If the 3-argument constructor is taking a `null` value for the birthday then throw an `IllegalArgumentException` with a proper message.
- In each of the constructors and in the `setGender` method check the `char` parameter. Values `'F'` or `'M'` are considered as legal. If the value is `'f'` or `'m'` then change to the corresponding uppercase values and for all other values throw an `IllegalArgumentException` with a proper message.
- In method `setName` throw an `IllegalArgumentException` if the argument is `null`.

Exercise: Main method for Person

Implement a test class such that you test that you will get an exception if you try to create a `Name` object violating the rules, or create a `Person` with a wrong value for the gender. Handle the exceptions, using try-catch blocks.