**Exercise Question 1**

An Auckland based Furniture Company “Stylish Furniture” want you write a Java programme to manage their stock. Create a class Stock to store following information about stock item.

* name of item (type string)
* price per item (type double)
* weight (type double)
* quantity (type int)
* warranty period in years (type int)

Set the private access to these above variable and create public methods to access (read and write) these information.

Create a method called *totalPrice* that will calculate and return the total price of a stock item using formula: total price =price per item \*quantity.

Create an object of class Stock and test the methods to read and write values of stock item and also totalPrice method.