**Exercises**

Q1: An Auckland based Shoe store “Quality Shoes” want you write a Java programme to manage their stock. Create a class Shoe to store following information about a shoe.

* name of shoe (type string)
* price per shoe (type double)
* Colour ( type String)
* Size (type int)

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

Create an object of class Shoe and test its getter and setter methods.

Q2: An Auckland based Shoe store “Quality Shoes” want you write a Java programme to manage their stock. Create a class Shoe to store following information about a shoe.

* name of shoe (type string)
* price per shoe (type double)
* Colour ( type String)
* Size (type int)

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

As store is only selling shoe of size 1 to 10, your program should validate the value before accepting size of a new shoe or changing size of the existing shoe.

Create an object of class Shoe and test its getter and setter methods.

Q3: An Auckland based Shoe store “Quality Shoes” want you write a Java programme to manage their stock. Create a class Shoe to store following information about a shoe.

* name of shoe (type string)
* price per shoe (type double)
* Colour ( type String)
* Size (type int)

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

As store is only selling shoe of size 1 to 10, your program should validate the value before accepting size of a new shoe or changing size of the existing shoe.

Create an object of class Shoe and test its getter and setter methods.

Create a method called *printShoeDetail* that will display name, price, colour and size of a shoe on console window.

Create an object of class Shoe and test its getter, setter and printShoeDetail methods.