
A sample class application:

To Do: Implement a **class Student** and test it.

Objective: To understand the following Object-Oriented Programming concepts: class, object, method, data member.

1. Implement a class **Student** with the following **private** instance variables: **name**, **ID** and **age**.
2. Define **public** mutator (**set**) and accessor (**get**) methods for each instance variable of the class.
3. Define also a **display** method to print out the information (i.e., name, ID and age) of a student.
4. Overload three constructor methods:
 - i. constructor with no parameters.
 - ii. constructor with three parameters to initialize the corresponding data members.
 - iii. constructor with a parameter of type same class (copy-constructor)
5. Implement another class **Test** to test the class Student. In main, use an instance of **ArrayList** to store 4 Student references. Fill the information of the objects with the input values to be read from the keyboard. Then, display the corresponding information of each object.