# Class diagram to code

Take class diagram you built in Assignment 3. Provide an implementation of the basic code structure, following the guidelines below:

* Implement classes you have on your diagram, including attributes, associations (remember about fields for associations, along with getters and setters for them)
* Methods (with the exception of getters and setters) should only be implemented as stubs (method header + a return of some basic, default value)
* Getters and setters as well as constructors should work 😉 . Remember to check data in setters and constructors to implement reasonable constraints one might expect in your problem domain

Provide unit tests to check if getters, setters and constructors work properly (focus mostly on checking if constraints work ok).

You can use whatever OO language you want.