

```

/*****
*
*   File: TwoNumbers.java
*
*   Project:  TwoNumbers
*
*   Description:  This is part one of Lab3.  Its job is to provide methods
*                 and variables.
*
*   Author:  Joshua Wiley
*
*   Date:  2-15-15
*
*   Comments:  Specs were a little hard to follow.  It wasn't clear what the
*              Test program did until part three.  Added two class methods
*              to send the current numbers to my test programs.  Also corrected
*              the poor programming practices.
*
*****/

```

```

public class TwoNumbers
{

    /*** Class Variables ***/

    private double number1;
    private double number2;

    public TwoNumbers( double number1, double number2)
    {
        this.number1 = number1;
        this.number2 = number2;
    }

    /*** Constructors ***/

    public void setNums( double number1, double number2 )
    {
        this.number1 = number1;
        this.number2 = number2;
    }

    /*** Class Methods -- Accessors ***/

    //Special method to send the numbers to other class
    public double getNum1()
    {
        return this.number1;
    }

    public double getNum2()
    {
        return this.number2;
    }
}

```

```
/** Operations methods */
```

```
public double getSum()  
{  
    return this.number1 + this.number2;  
}
```

```
public double getDifference()  
{  
    return this.number1 - this.number2;  
}
```

```
public double getProduct()  
{  
    return this.number1 * this.number2;  
}
```

```
public double getQuotient()  
{  
    return this.number1 / this.number2;  
}
```

```
public double getAverage()  
{  
    return (this.number1 + this.number2) / 2;  
}
```

```
/** Application */
```

```
public static void main( String[] args )  
{  
    TwoNumbersTester test = new TwoNumbersTester();  
    test.startNumberTester();  
}
```

```
}
```