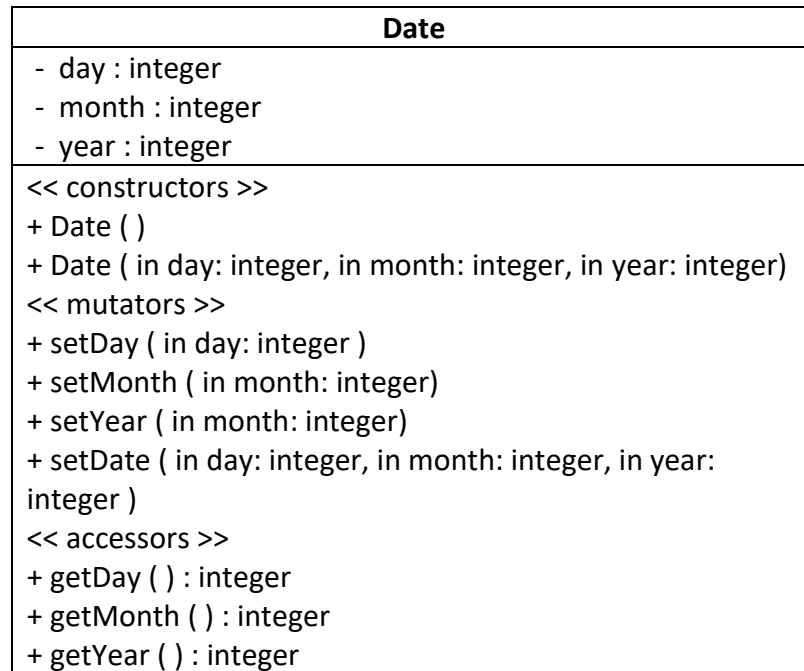wk3_dateClass_lab_pwiese

Design, implement and test a class named "Date" that is an ADT to represent a specific date.

UML diagram for the Date class:

Date
- day : integer   - month : integer   - year : integer
<< constructors >>   + Date ( )   + Date (in day: integer, in month: integer, in year: integer)   << mutators >>   + setDay (in day: integer)   + setMonth (in month: integer)   + setYear (in month: integer)   + setDate (in day: integer, in month: integer, in year: integer)   << accessors >>   + getDay ( ) : integer   + getMonth ( ) : integer   + getYear ( ) : integer

In the main( ) function,

- test all member functions of the Date class by declaring Data instances (using each of the constructors for one of the Date objects)
- display the values for the member variables for both Date objects
- set the day, month & year of one object using the 3 separate methods for day, month and year
- set the day, month & year of one object using the one method that sets all 3 values
- display the values in the day, month and year of both objects

This will fully test the ADT Date you have designed and implemented.