# Programming 2 – Assessed Exercise 1

**Note: This work focusses on refreshing our knowledge of Classes from Programming 1. These exercises ask you to write two new classes which will be used in tutorial and assessed exercises later in the module.**

**While this work can be completed in the first two weeks of class, we are providing it well in advance so you can work on it over the Xmas break.**

**These classes must be submitted for Assessment in Week 3.**

## Exercise 1

Create a class called *Person.* The *Person* class will carry three properties:

* Their name.
* Their age.
* Their address.

The second class is called *Vehicle*. The *Vehicle* class will store the following:

* The vehicle type: car, plane, boat etc.
* The model (e.g. *Audi A5*, *Airbus A380*).
* The number of wheels it has.
* Whether it is a land vehicle or not.

Ensure for all classes there are appropriate *get* and *set* methods for each member variable. You can either provide either as *GetXXX*/*SetXXX* methods or using the C# Property syntax. Error checking for unreasonable values (e.g. ages or numbers of wheels below 0) should be provided. Testing should be conducted in the main method that shows we can create instances of these classes and populate them with data*.*