**M03 Custom Data Class**

A class is a datatype so we would categorize it with things like int, boolean, string, and so on. It's just a better data type designed to fit our needs explicitly. Choose a real world object, the items on the list below are suggestions based off of previous student's personal interests, and create a class to represent object as a single digital datatype: be sure to include constructor(s), make your datafields mangled and include all getters and setters, and override the \_\_str\_\_() and \_\_eq\_\_() method to get full points. Then create a main class/script to instantiate a couple unique instances of the class and print them to the console (the main must be in a separate file from the data class).

Here are some suggestions to help get you started thinking about what the class will represent:

* Custom gaming computer build
* Patient for a counseling service
* Fishing Pole
* Guitar
* Coffee Maker
* ...
* (I tried to match several previous students' personal interests I know about here, if you have something in mind that would be good for this assignment check with me about creating a data class to represent it)
* **NOTE:** The real world object you are making a virtual representation of to be used in software must be approved in advance, send a message early in the module letting me know what you would like to make.
* **HINT:** To come up with something to make it could be helpful to think of either an online retail website or a VR simulation, what qualities and actions are necessary to accurately represent the object in a piece of software?

**Include the UML diagram(s) for the data class**

Please upload the file with the data class and a separate file with the main class which instantiates and uses an example of it along with a bug report for each one to your github repository and submit the link to it here.