Exercises Module 15 - Constructors

Task 1

Continue working on the Amazon project. Add a constructor in the Book class that sets all the instance variables in the Book. It should be possible to create a new Book object by calling the constructor in the class like this:

Book lordOfTheRings = new Book("Lord of the Rings", "JRR Tolkien", 400);

In the main method, we have created books with the default constructor and we have been setting all the instance variables with setter methods. Now change this in the main method so you create the books and instantiate them directly with the new constructor.

Task 2

Also add a new constructor to the Movie class that sets all the instance variables, and change how movies are created in the main method to use the new constructor instead of using the default constructor and setter methods like before.

Task 3

You realize it could be useful to have information about the director in the movies.

Add a new instance variable to the Movie class with the name director and of type String.

Then add another constructor in the Movie class that takes four arguments (all four instance variables of the class). Now you have two different overloaded constructors in the class.

From the main method, instantiate a new Movie object including the director by using the new constructor with four input arguments.

Also, modify the *printMovieDetails* method in the Movie class so that it prints the director of the movie if a director exists.