

## Instructions:

\* All Member Variables MUST be declared private.

\* All Member Methods MUST be declared public.

### Step 1:

- Create a class “**Instructor**” according to the following specifications:
- Every Instructor *has a* **Name**. (**string**)
- Every Instructor *has a* **CourseName**. (**string**)
- Every Instructor *is created with* specified default values for Name and CourseName.
- Every Instructor *can* **SetStudentGrade** of any Student. (2 parameters, a Student, and an int)
- Every Instructor *can* **Print** their FirstName, LastName and CourseName.

### Step 2:

- Create a class “**Student**” according to the following specifications:
- Every Student *has a* **Name**. (**string**)
- Every Student *has a* **Grade**. (**int**)
- Every Student *has a* **Teacher**. (**Instructor**)
- Every Student *is created with* specified default values for Name and Teacher.
- Every Student *is created with* a default value of 0 for their Grade.
- Every Student *can* **SetGrade** which allows their Grade to be assigned a value.
- Every Student *can* **Print** their Name, Grade, and Teacher’s complete information.

### Step 3:

- Write your “main” method in Program.cs according to the following pseudocode:
- Create an Instructor named “John” who teaches “English”.
- Create an Instructor named “Mike” who teaches “Math”.
- Create a Student named “Jane” whose teacher is John.
- Create a Student named “Joe” whose teacher is John.
- Create a Student named “Melissa” whose teacher is Mike.
- Create a Student named “Matt” whose teacher is Mike.
- Have John give Jane a grade of 95.
- Have John give Joe a grade of 85.
- Have Mike give Melissa a grade of 90.
- Have Mike give Matt a grade of 92.
- Have every student Print their information.