```java
/*
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   // Class Desc:
      // A class to help save the data around a person, such as their name, age, and status
*/
public class Me {
   // Fields
   String person_name;
   int person_age;
   enum States { NAN, ASLEEP, AWAKE, TIRED, ACTIVE, HUNGRY, HAPPY };
   States person_state;
   private static Me instance; // Singleton Instance

   // Default Constructor
      // Sets default value of person_name, person_age, and person_state
   private Me(){
      person_name = "Unknown";
      person_age = 0;
      person_state = States.NAN;
   }

   /*
      Constructor w/Parameters
      @param input_name = String that takes in name
      @param input_age = int that takes in age
      @param input_state = enum States that take in an inputed state value from the enum States
   */
   private Me(String input_name, int input_age, States input_state){
      this.person_name = input_name;
      this.person_age = input_age;
      this.person_state = input_state;
   }

   /* Get instance
      @return if no instance exists, create a new one
      @return a prexistating instance and its values
   */
   public static Me getInstance(){
      if (instance == null){
         instance = new Me();
      }
      return instance;
   }
   /* Get instance
      @return if no instance exists, create a new one with the given parameters
      @return a prexistating instance and its values
   */
   public static Me getInstance(String input_name, int input_age, States input_state){
      if (instance == null){
         instance = new Me(input_name, input_age, input_state);
      }
      return instance;
   }

   // Setters

   /* Set person name
      @param input_name = String that takes in a given String
   */
   public void setPersonName(String input_name){
      this.person_name = input_name;
   }

   /* Set person age
      @param input_name = int that takes in a given int
```

```
69    */
70    public void setPersonAge(int input_age){
71       this.person_age = input_age;
72    }
73
74    /* Set person state
75       @param input_name = enum States that takes in a given enum States value
76    */
77    public void setPersonaState(States input_state){
78       this.person_state = input_state;
79    }
80
81    // Getters
82
83    /* Returns person name
84       @return String currently stored at person_name
85    */
86    public String getPersonName(){
87       return person_name;
88    }
89
90    /* Returns person age
91       @return int currently stored at person_age
92    */
93    public int getPersonAge(){
94       return person_age;
95    }
96
97    /* Returns person state
98       @return enum States currently stored at person_state
99    */
100   public States getPersonState(){
101      return person_state;
102   }
103 }
104
```