

### Part 1 - Write the code for the following class called Game.java

Game
players: int genre: String name: String
Game(int, String, String) play() play(int) toString(): String print();//easiest way to do it

The first play() method outputs "Playing Game" whereas the second inputs the number of players and outputs for example. "Playing with my 2 friends!".

Add setters (mutators) and getter (accessors) methods.

### Part – 2

Create a main class called TestGame that demonstrates how to create a new Game object, print the details of a Game object and demonstrates the use of both play methods.

### Part 3 –

Check that the following code works with the Game class that you created. If there are any problems fix them. Add a comment for each line saying what is happening in each line.

```
public class TestGame
{
    public static void main(String[] args)
    {
        Game game1 = new Game();//
        game1.setTitle("Call of Duty");//
        game1.setGenre("Action");
        game1.setPlayers(3);
        game1.print();

        Game gm2 = new Game("Mines", "Puzzle", 3);
        gm2.print();
    }
}
```