Create a java bean out of a Body object from your solar system.

It should have attributes name, mass, position and velocity.

POsition and Velocity can be Vec3d objects, so Vec3d should be a bean as well.

Then try to write a method writeObject(PrintWriter p) {  
}

which prints the equivalent JSON to represent your object

For example, for Earth, the JSON should look like:  
  
{

    "name": "Earth",

    "mass": 5.6e+24.  
    "position": { "x": 1.2e+12, "y": 2.23e+11, "Z": 0 }

    "velocity": { "x": 2521.91. "y": 1318.25, "Z": 0}  
}

