

ICS 201 - Introduction to Computing II

Lab # 12 - Interfaces

Objectives:

In this lab, the following topic will be covered:

1. Interfaces

Exercises

Listed next is the skeleton for a class named *City*. Each city has a name and temperature:

```
public class City {  
    private String cityName;  
    private int temperature;  
}
```

Flesh out the class with appropriate accessors, constructors, and mutators. Next, modify the class so that it implements the *Comparable* interface. The order between instances of the *City* class depends on the temperature. Test your class by creating an array of sample cities and sort them in an ascending order using *Arrays.sort*