ExampleClass.java

```
// File ExampleClass.java
public class ExampleClass
 // instance variables
 private int instanceInt;
 private String instanceString;
 private char instanceChar;
 private boolean instanceBoolean;
 // default no-args constructor
 public ExampleClass()
   instanceInt = 0;
   instanceString = "default";
   instanceChar = '*';
   instanceBoolean = false;
 // initialization constructor
 public ExampleClass(int myInt, String myString,
                     char myChar, boolean myBoolean)
   instanceInt = myInt;
   instanceString = myString;
   instanceChar = myChar;
   instanceBoolean = myBoolean;
  // getter - make one for each instance variable
 public int getInstanceInt()
   return instanceInt;
 // setter - make one for each instance variable
  public void setInstanceInt(int myInt)
   instanceInt = myInt;
 // <other getters/setters for the remaining instance variables>
 // example method
 public void exampleMethod(String printMe)
   System.out.println(printMe);
 }
}
```

ExampleClassRunner.java

```
// File ExampleClassRunner.java
public class ExampleClassRunner
  // main method - entry point for your program
  public static void main(String[] args)
    // Create an ExampleClass object with the no-args constructor
    ExampleClass exampleObject = new ExampleClass();
    // Call a few methods and print some values
    System.out.print("Calling object's instanceInt getter: ");
    System.out.println(exampleObject.getInstanceInt());
    System.out.println("Calling object's instanceInt setter");
    exampleObject.setInstanceInt(5);
    System.out.print("Calling object's instanceInt getter: ");
    System.out.println(exampleObject.getInstanceInt());
    System.out.print("Calling object's exampleMethod: ");
    exampleObject.exampleMethod("Printy print!");
  }
}
```

Output

```
Calling object's instanceInt getter: 0
Calling object's instanceInt setter
Calling object's instanceInt getter: 5
Calling object's exampleMethod: Printy print!
```