**CSE 135: Fundamentals of Computer Programming**

**Lab 7: Classes and Objects**

**June 25, 2014**

1. Create a class Point with two data fields ‘x’ and ‘y’. Now create two methods ‘setX’ and ‘setY’ to set the values of data fields ‘x’ and ‘y’ respectively and then two methods ‘getX’ and ‘getY’ to get the values of ‘x’ and ‘y’ respectively. Your main method should call set the values of fields and then print it:

public static void main(String[] args) {

Point p = new Point();

p.setX(32);

p.setY(32);

System.out.println(“Value of X =” + p.getX() + “ Value of Y=” + p.getY());

}

1. The previous task used the default constructor to initialize the class. Now create a constructor for the class Point which will take values of ‘x’ and ‘y’ and then set these values at the time of object initialization. Your main method should be like this now:

public static void main(String[] args) {

Point p = new Point(32, 32);

System.out.println(“Value of X =” + p.getX() + “ Value of Y=” + p.getY());

}