Lab 14

Aim: Creating a Class: Money.

1. Create a new class called Money, and include:
   Instance variables for dollars (int) and cents (int).
   A no-argument constructor which sets dollars and cents to zero.
   A two-argument constructor accepting integer dollars and cents.
   Get methods for dollars and cents.
   A toString method which would print 6 dollars and 5 cents as:

   $ 6.05

   (hint: to get the leading zero, you can take a substring of the last two characters of "0"+the String values of cents.)

   compareTo and equals methods.

2. Write a small test program including statements like the following and others to test the methods in the class Money.

```
Money m1 = new Money();
Money m2 = new Money(6,5)
System.out.println(m1.getCents());
System.out.println(m2.getDollars());
System.out.println(m2);
System.out.println(m1.compareTo(m2));
System.out.println(m1.equals(m2));
```