```java
     /**
 * Write a description of class WineCase here.
 * This class stores what type of wines are on offer
 * @author (Awais Tasleem)
 * @version (2.1)
 */
//imported classes
import java.util.Random;
import java.util.*;

public class WineCase
{
    //All the variables
    private String refNo;
    private String description;
    private int noOfBottles;
    private double price;

    public WineCase(String refNo1, String description1, int noOfBottle
s1, double price1) //constructor for the wine case
    {
        refNo = refNo1;
        description = description1;
        noOfBottles = noOfBottles1;
        price = price1;

    }

    public WineCase()        //default constructor, makes debugging eas
ier
    {

        refNo = "123wine";
        description = "White wine";
        noOfBottles = 32;
        price = 11.55;
    }

    //Getter methods
    public String getRefNo()
    {
        return refNo;
    }

    public String getDescription()
    {
        return description;
    }

    public int getNoOfBottles()
    {
        return noOfBottles;
    }
```

```
52
53      public double getPrice()
54      {
55          return price;
56      }
57
58
59      //mutator methods
60      public void changeRefNo(String ref)
61      {
62          refNo = ref;
63      }
64
65      public void changeDescription(String des)
66      {
67          description = des;
68      }
69
70      public void changeNoOfBottle(int bottles)
71      {
72          noOfBottles = bottles;
73      }
74
75      public void changePrice(double cost)
76      {
77          price = cost;
78      }
79
80      //sonverting everything to a string
81      public String toString()
82      {
83          return refNo + ", " + description + ", number of bottles " + n
    oOfBottles + ", and the price is £" + price;
84      }
85
86  }
87
```