Lab 12 Apples

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# Problem

In this Lab we must create code that has two classes, one called Apple that sets and checks values of the object type Apple. It must store, get, and manipulate the apple type, weight, and price, as well as check for correct values and to see if the object type apple is the same. Then there is AppleTester, which creates 3 objects which are apples and calls the methods in Apple to create these apples.

# Solution

Starting with the main method, I create 3 object types that are object Type Apple. From there I call the toString function in Class apple for each apple. For the apple, there is a type, weight and cost. The constructor sets the apple to default values. There is another constructor that takes in parameters to manipulate the apple to the wanted type weight or cost. Then I have accessors for each of the 3 variables that can be called to get the value. I also have setters that use if statements to make sure the values given are in he preferred parameters and either saves the new value or displays the error. Finally, the toString function uses these values to print out the information on each of the apples.

# Implementation Problems Encountered

There were no problems that I encountered in the code.

# Lab Report Questions

1. A class is used to create objects that can be used in other classes of the code, such as to create the object apple.
2. Encapsulation is creating these almost blocks of code into a unit that all relate to one thing. For example, the type Apple was an encapsulation of the weight, type, and cost all relating to that object