Overloaded Constructors & Methods Activity

*Use assignment example for a **model**.
*Do not use the same class and variables as the example.

Create a project **overloaded**.

1. Create a class that has
   - 4 instance variables
   - 3 overloaded constructors.
     - a default constructor
     - a constructor with 1 parameter
     - a constructor with at least 3 parameters
   - getter and setter methods
   - at least 1 overloaded method

2. Create a Main class with main() method that
   - creates 3 instances of the class above
     - using each of the 3 constructors
   - uses 1 of the instances to
   - calls both the overloaded methods
   - and prints out the returned values of the methods (or the value returned by other methods if these methods return void—see the setHealth() & getHealth() methods in the assignment example).

Submit both **.java** files to Canvas.