

Class Activity

1. Create a **classes** project with **2 different classes**, each with
 - 3-4 instance variables
 - a constructor
 - at least one method that
 - uses some or all of the instance variables
 - prints a value
2. Create a **test class** with a **main()** method that
 - instantiates the classes
 - calls all the methods from each class

Zip the **project folder** and submit it to Canvas.