# Activity 3

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*Briefly* describe your implementation:

In my programs, I created an interface called priority. I then cre3ated a class called Task which implemented Priority. In my task class I pulled the two methods given in the interface and created methods for the Task class. For getPriority() I used if statements which pulled the integer value from the tasks priority and assigned it to a string called levels which told the priority levels. I also added a toString() to print out the objects priority.

Copy your **output as text** below:

Activty 3 : Priority Tester

Task a : medium priority

Task b : no priority

The object has: high priority

The object has: low priority

Copy your **Priority interface as text** below:

package activity3;

public interface Priority

{

public void setPriority(int level);

public String getPriority();

}

Copy your **Task class as text** below:

package activity3;

public class Task implements Priority

{

//intitalize variables

public int priority;

public String levels;

public Task(int i)

{

priority = i;

}

public void setPriority(int level)

{

priority = level;

}

public String getPriority()

{

if (priority == 0)

levels = " no priority";

if (priority == 1)

levels = " low priority";

if (priority == 2)

levels = " medium priority";

if (priority == 3)

levels = " high priority";

return levels;

}

public String toString()

{

return "The task has: " + getPriority();

}

}