

## Class Skier

java.lang.Object  
Skier

```
public class Skier
extends java.lang.Object
```

Class Skier consists of the name of a skier and the current level of expertise, for the purposes of a Ski school that holds courses for different levels. In this version, the name of the skier is used as the unique identifier; in other words, we assume that no two skiers have the same name.

The possible levels and their descriptions follow:

0. Never skied before
1. Cautious novice: able to snow-plow, stop and make round turns on easy trails
2. Cautious, yet confident skiers who can link turns at moderate speeds
3. Confident skiers who can ski mostly parallel but may use wedging to turn or stop on steep or icy trails.
4. Confident skiers who can make parallel turns but do not ski advanced trails.

### Constructor Summary

#### Constructors

##### Constructor and Description

**Skier**(java.lang.String name)

Creates a level 0 Skier.

**Skier**(java.lang.String name, int level)

Creates a Skier at the given level.

### Method Summary

#### All Methods

#### Static Methods

#### Instance Methods

#### Concrete Methods

##### Modifier and Type Method and Description

boolean **equals**(Skier other)

Return true if the Skier is equal to the other Skier.

Determines if two skier objects are equivalent.

|                  |   |
|------------------|---|
| int              | <b>getLevel()</b>   |
| java.lang.String | <b>getName()</b>  |
| static void      | <b>main</b> (java.lang.String[] args)<br>Used as a test harness for this class. |
| void             | <b>setLevel</b> (int level)<br>Sets the level for the skier.                    |
| void             | <b>setName</b> (java.lang.String name)<br>Updates the name of the skier.        |
| java.lang.String | <b>toString()</b>   |

### Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, wait, wait, wait

## Constructor Detail

### Skier

```
public Skier(java.lang.String name)
```

Creates a level 0 Skier.

#### Parameters:

name - The name of the skier.

### Skier

```
public Skier(java.lang.String name,  
             int level)
```

Creates a Skier at the given level.

#### Parameters:

name - The name of the skier.

level - The level of the skier. If the parameter level value is not within 0 to 4, then the Skier level is set to 0.

## ***Method Detail***

### **setName**

```
public void setName(java.lang.String name)
```

Updates the name of the skier.

**Parameters:**

name - The updated name.

### **getName**

```
public java.lang.String getName()
```

**Returns:**

The skier's name.

### **setLevel**

```
public void setLevel(int level)
```

Sets the level for the skier.

**Parameters:**

level - The new level. If the level not between 0 and 4, then the current level remains unchanged.

### **getLevel**

```
public int getLevel()
```

**Returns:**

The current level of the skier.

### **equals**

```
public boolean equals(Skier other)
```

Determines if two skier objects are equivalent. For our purposes, they are equal if they have the same name.

**Parameters:**

other - The skier to compare to this skier.

**Returns:**

True if other has the same name as this skier.

## toString

```
public java.lang.String toString()
```

**Overrides:**

toString in class java.lang.Object

**Returns:**

a String representation of the skier. The format is a single line. For example, if the skier's name is Jane Doe and she is at level 0, then the returned string is:

Jane Doe (level 0)

## main

```
public static void main(java.lang.String[] args)
```

Used as a test harness for this class.

**Parameters:**

args - Not used.

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