Exercise II

Congratulations!! You have learned a lot about Java classes, instance variables, constructors, getters and setters and so much more! For this exercise you will have the opportunity to apply what you have learned.

1. Create a new Project and call it JavaBook
- Inside the src folder, create a package and give it a name (Remember the naming convention!)
- Inside the package, create your main Class and name it JavaBook (the class which has a main method)
- Then create another class and call it "Book"
- Open Book Class and add: a few "states" (instance variables aka fields) and behaviors (methods)
- create a constructor which initializes the instance variables
- Back in the main class, create a few book objects and give each one of them states, and display all of their "behaviors" in the console.

2. Still inside your JavaBook project, create:
- setters and getters
- create a function which will call your getter methods and print out it's values to the console