1. Open up the Fruit class in IntelliJ that you created in the previous assignment. You are going to add 3 methods to this class!

2. Below the constructor, write an accessor method for accessing the first instance of the object. Follow the syntax/format I showed you in the Accessor Methods video. For example, to access the name of the Fruit object, the method can look like this:

1. public String getName(){
2. return name;
3. }

3. Now, write the second accessor method for accessing the other instance variable of the object. For example, to access the colour of the object, the method can look like this:

1. public String getColour(){
2. return colour;
3. }

4. Finally, add a mutator method that allows to change the value of an instance of the object. For example, let's say that, over time, the fruit spoils or ripens and it changes colour (e.g. maybe the colour changes from red to black for the 'cherry' object example from the last assignment). So, you could write a mutator method that allows to change the colour of the fruit object. The method could have a parameter variable that takes in data for the value that the variable 'colour' should be changed to, and then use this data to change the value of the varaible 'colour'. Remember that since mutator methods don't return anything, you would use 'void' in the syntax. So, the method could look something like this:

1. public void changeColour(String newColour){
2. colour = newColour;
3. }

Now, you can try calling these methods on objects that you created from the Fruit class.

**Questions for this assignment**

When should you use the keyword 'void' in a method declaration?