/\*

\* To change this license header, choose License Headers in Project Properties.

\* To change this template file, choose Tools | Templates

\* and open the template in the editor.

\*/

package ec.edu.espe.bookStore.model;

/\*\*

\*

\* @author AsmalKevin

\*/

public class Painting {

private String material;

private String color;

private String quality;

private int brand;

public void sell(){

}

public void buy(){

}

public void offer(){

}

/\*\*

\* @return the material

\*/

public String getMaterial() {

return material;

}

/\*\*

\* @param material the material to set

\*/

public void setMaterial(String material) {

this.material = material;

}

/\*\*

\* @return the color

\*/

public String getColor() {

return color;

}

/\*\*

\* @param color the color to set

\*/

public void setColor(String color) {

this.color = color;

}

/\*\*

\* @return the quality

\*/

public String getQuality() {

return quality;

}

/\*\*

\* @param quality the quality to set

\*/

public void setQuality(String quality) {

this.quality = quality;

}

/\*\*

\* @return the brand

\*/

public int getBrand() {

return brand;

}

/\*\*

\* @param brand the brand to set

\*/

public void setBrand(int brand) {

this.brand = brand;

}

}