Question (1):

Create a class named **Flower**. The class has two private attributes: *name* and *price. The class should include a static attribute NumberOfFlowers initialized to zero*. The default value for *name* is “Rose”. *Price* is a non-negative floating point and the default value is 0.0.

*Additionally, the class should also include the following methods:*

1. A default constructor that initializes data members to default values and increment *NumberOfFlowers*
2. A constructor with parameters for name and price and increment *NumberOfFlowers*
3. A set method to set private members (name and price) if the given values are valid.
4. Two get methods to return name and price values.
5. A method named print to display on screen the name, price, *NumberOfFlowers* values
6. A static method to set the *NumberOfFlowers* value.
7. A static method to return the *NumberOfFlowers* value.

Question (2):

Create a program that tests the class ***Flower*** described in the previous question, as follow:

1. Create an object named *flower1* of type Flower.
2. Display the name and price of *flower1*.
3. Prompt the user to enter name and price for *flower1*.
4. Create an object named *flower2* of type Flower.
5. Display the name and price of *flower2*.
6. Prompt the user to enter name and price for *flower2.*
7. *Use get method to display NumberOfFlowers*