

# Exercises

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## **EXERCISE 3**

Modify the `CellPhone` Class from the previous exercise.

Add an overloaded constructors to the class. This takes no input parameters.

Back in the `main()` function, create a new `CellPhone` object. Instantiate the new cell phone with the constructor that has no parameters. You will need to call setters to give the data members values.

Call the `display()` method of the new cell phone to verify that all of your data members display correctly. Also try dialing the new phone from one of the other phones.

## Exercises *cont'd*

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```
public static void display(CellPhone phone) {  
  
}
```

Have it display the properties of a cell phone in a meaningful way. Then call that method twice -- passing it your two `CellPhone` objects.

```
display(cellPhone1);  
display(cellPhone2);
```

Finally, write code to have your first cell phone dial your second one using the code:

```
cellPhone1.dial( cellPhone2.getPhoneNumber() );
```

Then your second cell phone dial your first one using the code:

```
cellPhone2.dial( cellPhone1.getPhoneNumber() );
```