**More on classes**  
**Workshop 4**

**In this workshop, you’ll learn:**

* What is encapsulation?
* Organize classes in packages
* Information hiding: Access modifiers and others

**1. A class Triangle defined as having the following attributes and methods:**

**Attributes:**

* Length of the first side
* Length of the second side
* Length of the third side

**Methods:**

* Basic methods of entity class
* Read the length of three sides
* Check if the triangle is valid
* Compute the perimeter of the triangle
* Compute the area of the triangle
* Determine the kind of the triangle

Write a **Triangle** class to represent a triangle. Write another class to test all methods of the Triangle class.

**Additional proposed exercises:**

**2. A class Student defined as having the following attributes and methods:**

**Attributes:**

* String name;
* String studentId;
* Date birthDate;
* String address;
* String major;

**Actually code and compile the Student classes as follows:**

* Include accessor methods for every attributes.
* Include mutator methods for every attributes.
* Include one or more constructors for class.
* Write a toString method that can be used to display the values of all attributes