



Try to code the user interface of a dishwasher. You can set the programme and start and stop the washer.  
Create a class like this. Name it as *Dishwasher*.

Dishwasher
programme isOn
setProgramme printData turnOnOff

- The value of *programme* attribute can be 1, 2 or 3.
- The value of *isOn* can be true or false
- *turnOnOff* will set the *isOn* to true, if it is *false*. And if it is *true*, the method will change the *isOn* to *false*.
- *setProgramme* has one parameter (for example *programme*). So, when the method is called, we send the wanted programme as an attribute (1, 2 or 3). Set the value of the *programme* attribute to the value of the parameter. If the value of the parameter is 1, print “normal” to the console. If it is 2, print “auto” and if it is 3, print “Intensive”.
- Check from the example pic, what the *printData* prints (first two lines).
- Create the needed constructors. In every constructor, call the *printData* method.

## Encapsulation

- Set the methods *setProgramme* and *turnOnOff* so that they are “visible to all”
- *printData* is not visible outside of the class. The method was called in the constructors.
- *isOn* and *programme* are not visible outside of the class.
- Create a getter method for *isOn*.

## Object

- In the main, create an object of the class.
- In the main, set the programme to 3, turn the dishwasher on and print the value of *isOn* attribute using the getter.

```
Is the dishwasher on: false
Programme: 1
Intensive
true
```

Line 1 and 2 are printed by the *printData* method.

Line 3 is printed by the *setProgramme* method.

Line 4 is printed using the getter.