29. Write a Java program to create a class called "Person" with a name and age attribute. Create two instances of the "Person" class, set their attributes using the constructor, and print their name and age.

Ean Craig is 11 years old.
Evan Ross is 12 years old.

Set new age and name:
Ean Craig is now 14 years old.
Lewis Jordan is now 12 years old.


```java
class Person
{
    String name;
    int age;

    //Constructor
    public Person(String name, int age)
    {
        this.name = name;
        this.age = age;
    }
    //method to set new age
    public void setAge(int age)
    {
        this.age = age;
    }
    //method to set new name
    public void setName(String name)
    {
        this.name = name;
    }
    //method to get name
    public String getName()
    {
        return name;
    }
    //method to get age
    public int getAge()
    {
        return age;
    }
}
```

```java
public class Exercise29
    {

        public static void main(String[] args)
        //printing age for each person
        {
            Person person1 = new Person("Ean Craig", 11);
            Person person2 = new Person("Evan Ross", 12);

            System.out.println(person1.getName()+ "is" + person1.getAge() + "years
old");

            System.out.println(person2.getName()+ "is" + person2.getAge()+"years
old");


        //setting new age and name
            person1.setAge(14);
            person2.setName("Lewis Jordan");
        //printing updated name and age
            System.out.println("Set new name and age");
            System.out.println(person1.getName()+ "is" + person1.getAge() + "years
old");

            System.out.println(person2.getName()+ "is" + person2.getAge()+"years
old");
        }
    }
```