Tip Calculator

Name:	

1. Start a new IntelliJ project (LASTNAMETipCalcRefactor).

2. **Refactor** the code from your Tip Calculator project -- *in which you wrote everything inside the* `main` *method of a single class* -- into two classes: one named `TipCalculatorRunner` or `Main`(if you prefer), and the other named `TipCalculator`.
   Your `TipCalculatorRunner` (or `Main`) class should have your `main` method.

3. Your `TipCalculator` **class** should function similarly to the `Student` class in your Student Program in that it will store data and perform calculations for your program.

   Your `TipCalculator` class should have the following **instance variables**:
   - `numPeople`, the number of people in the group (an `int`)
   - `tipPercentage`, the tip percentage, either as a whole number percentage (`int`, e.g. 20) or its decimal equivalent (`double`, e.g. 0.20), up to which which type
   - `totalBillBeforeTip`: the total bill before tip is added (`double` value)

   Your `TipCalculator` class should have a single **constructor** with ***two*** parameters that represent the number of people and tip percentage:
   - initialize your `numPeople` and `tipPercentage` instance variables to the values of these parameters.
   - initialize the third instance variable, `totalBillBeforeTip`, to a default value of 0.0, since it hasn't had any value added to it yet.

   Your `TipCalculator` class should have the following methods that calculate and *return* the values described below; you should **RETURN** all values -- do **not** add print statements in your `TipCalculator` class, all printing should be handled by the code in your `main` method (as we will learn later, it's best practice to have your program's "logic" in one class, and input/output in another):
   - `getTotalBillBeforeTip()`: getter method that returns the `totalBillBeforeTip` instance variable
   - `getTipPercentage()`: getter method that returns the `tipPercentage` instance variable
   - `addMeal(double cost)`: method that increments `totalBillBeforeTip` by `cost` and returns no value
   - `tipAmount()`: method that calculates and returns a `double` representing the total tip amount added to the bill

- `totalBill()`: method that calculates and returns a `double` representing the group's total bill *including* tip
- `perPersonCostBeforeTip()`: method that calculates and returns a `double` representing the per person cost *before* tip
- `perPersonTipAmount()`: method that calculates and returns a `double` representing the per person tip amount
- `perPersonTotalCost()`: method that calculates and returns a `double` representing the total cost per person

4. After you design your `TipCalculator` class, **refactor** the code from your original Tip Calculator project. In the `main` method of your `TipCalculatorRunner` (or `Main`) class, use a `TipCalculator` object to perform **all** calculations. Keep all print statements in your `main` method as before, but *all calculations* should be handled by your `TipCalculator` object (the `TipCalculator` doesn't print anything, but rather returns all values to your main program for printing!).

NOTE on the `DecimalFormatter`: You can leave the code related to your `DecimalFormatter` object and all the formatting in the `main` method of your `TipCalculatorRunner/Main` class (since this is where all the printing is done).

For reference, here is the same test input/input for you to use for testing your refactored code:

```
Welcome to the tip calculator!
How many people are in your group? 6
What's the tip percentage? (0 - 100): 25
Enter a cost in dollars and cents, e.g. 12.50 (-1 to end): 17.50
Enter a cost in dollars and cents, e.g. 12.50 (-1 to end): 9.99
Enter a cost in dollars and cents, e.g. 12.50 (-1 to end): 10.79
Enter a cost in dollars and cents, e.g. 12.50 (-1 to end): 8.49
Enter a cost in dollars and cents, e.g. 12.50 (-1 to end): 5.50
Enter a cost in dollars and cents, e.g. 12.50 (-1 to end): -1
------------------------
Total Bill Before Tip: 52.27
Tip Percentage: 25
Total Tip: 13.07
Total Bill With Tip: 65.34
Per Person Cost Before Tip: 8.71
Tip Per Person: 2.18
Total Cost Per Person: 10.89
→
```

Copy/paste your TipCalculatoRunner (or Main) class below:

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