Given the following class:  
class Student {  
 String name;  
 int id;  
 float gpa;  
  
 Student(String n, int i) {  
 name = n;  
 id = i;  
 gpa = 0;  
 }  
  
 void setGPA(float newGpa) {  
 gpa = newGpa;  
 }  
 int getID() {  
 return id;  
 }  
}  
How many instance variables are there in the Student class? \_\_\_\_\_\_\_\_\_\_\_\_  
How many constructors are there in the Student class? \_\_\_\_\_\_\_\_\_\_\_\_  
How many methods are there in the Student class? \_\_\_\_\_\_\_\_\_\_\_\_  
  
Write the code that would instantiate a Student object:

Assume there is a Student object named stu, write the code to change stu’s gpa to 3.5:

Assume there is a Student object named stu, write the code to print stu’s id:

What are the two differences between a Constructor and other methods:

1)  
2)

A class is also referred to as a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Write a method called changeID() that will be added to the Student class. This method, when called, will update a Student’s id to the parameter that was sent to it. For example, stu.changeID(23456), would change stu’s id to 23456.