

- ① Pick a noun (not a dog)
Write a class of it
- ② Pick 2 attributes + write 2 global variables.
- ③ Write 2 constructors (default + w/ params)
- ④ Pick 1 of 2 attributes + do getter/setter
- ⑤ Pick 1 attribute + write a method. If empty
(based on data) return false; Otherwise populate w/ something
- ⑥ Call previous method 10 times in new method
- ⑦ Add those 10 to ArrayList
- ⑧ Write tester in own class + test by calling

```

① public class Student { ✓
  ② int IDNumber; = 2
  ③ boolean livesOnCampus; // ok

```

```

default ③ public Student() {
  this.IDNumber = 0347; - 1/2
  this.livesOnCampus = false; - 1/2
}

```

```

w/ params ③ public Student(int n, boolean b) { ✓
  this.IDNumber = n; ✓
  this.livesOnCampus = b; ✓
}

```

```

getter ④ public int getIDNumber() { ✓
  return IDNumber; } ✓

```

```

setter ④ public void setIDNumber(int n) {
  IDNumber = n; }

```

```

⑤ public int doubleInput(p) { ✓
  return ID number * 2;
  // population ↑?
}

```