

```
public class Lab2 {  
  
    public static void main(String[] args){  
  
        Game game = new Game("Game Title");  
  
  
        game.title();  
  
        game.setDifficulty("Easy");  
  
        game.setNumberOfPlayers(1);  
  
  
        System.out.println();  
  
        System.out.println(game.getDifficulty());  
  
        System.out.println(game.getNumberOfPlayers()+" player/s");  
    }  
  
}
```

```
public class Game {  
  
    private String name;  
  
    private String difficulty;  
  
    private int numberOfPlayers;  
  
  
    public Game(String Title){  
  
        name=Title;  
    }  
  
  
    public void setName(String Title){  
  
        name=Title;  
    }  
  
    public String getTitle(){  
  
        return name;  
    }  
  
    public void title(){  
  
        System.out.printf(getTitle());  
    }  
  
  
    //mutator  
  
  
    public void setDifficulty(String name){  
  
        difficulty = name;  
    }  
}
```

```
public void setNumberOfPlayers(int br){  
    numberOfPlayers = br;  
}
```

```
//accessor
```

```
public String getDifficulty(){  
    return difficulty;  
}
```

```
public int getNumberOfPlayers(){  
    return numberOfPlayers;  
}
```

```
}
```

