**Project 1: All About Me**

In this Java programming assignment, you should practice developing your own class, that can be used to tell others about yourself.

1. Design a class called **AboutMe** in a file called **AboutMe.java**. This class will hold the main method, and the class methods that we will write in this assignment.
2. Write an empty **public static void main(String[] args)** method. This method should appear inside the curly braces of the AboutMe class.
3. Write three class methods: **myName**; **mySchool**; **myAge**. Each method should return the appropriate type of information. Methods that return more than a single character should have return type **String**. Methods that return numbers should have return type **int** for integers and **double** for decimals. These methods should appear above the main method, inside the AboutMe class.
4. Complete the definition for main. Your program should greet the user, create an AboutMe object, and then print out the following statement, replacing the underlined words with the values returned from the methods you wrote for **myName**, **mySchool** and **myAge**.

“My name is Phil, and I attend Purdue University. I am 36 years old.”

1. Submit your **AboutMe.java** file on Blackboard.

For those students that feel confident and would like an extra challenge, add the following elements to your code before submitting.

1. Write a constructor for **AboutMe**, with arguments for **name**, **school**, and **age.** Create class variables to store each of those values. Collect user input in your main method and supply the collected data to the constructor method call when creating a new **AboutMe** object. Alter the definitions for **myName**, **mySchool**, and **myAge**, so that they return the data stored in your class variables. Test your program to insure that it outputs a final statement as shown in part V above.