

```

01 package ModelLayer;
02
03 /**
04  *
05  * @author DM79_group 3
06  * @version December 2012.
07  */
08
09
10 /*
11  * This class is used for creating Bite objects, which is
12  * one of the two types of Diseases that can be tested for
13  * in a mink cage.
14  */
15
16 public class BiteDisease {
17     private int diseaseId;
18     private String diseaseName;
19
20
21     /*
22     * set and get methods.
23     */
24
25     public int getDiseaseId()
26     {
27         return diseaseId;
28     }
29
30     public void setDiseaseId(int diseaseId)
31     {
32         this.diseaseId = diseaseId;
33     }
34
35     public String getDiseaseName()
36     {
37         return diseaseName;
38     }
39
40     public void setDiseaseName(String diseaseName)
41     {
42         this.diseaseName = diseaseName;
43     }
44
45     /*
46     * Constructor with parameters.
47     */
48
49     public BiteDisease(int diseaseId, String diseaseName)
50     {
51         this.diseaseId = diseaseId;
52         this.diseaseName = diseaseName;
53     }
54
55
56     // constructor to instantiate a disease id.
57     public BiteDisease(int diseaseId)
58     {
59         this.diseaseId = diseaseId;
60     }
61
62
63     public BiteDisease()
64     {

```

```
65     }  
66  
67  
68  
69 }//end of class BiteDisease
```