

Lab#7

Design and implement a class named IntegerImp. The class contains:

- An int data field named value that stores the int value represented by this object.

- A constructor that creates a IntegerImp object for the specified int value.

- A getter method that returns the int value. Write your own implementation of the following methods:

 - The methods isEven(), that return true if the value in this object is even.

 - The static methods isEven(int), that return true if the specified value is even.

 - The static methods isEven(IntegerImp), that return true if the specified value is even.

 - The methods equals(int) and equals(IntegerImp) that return true if the value in this object is equal to the specified value.

 - A static method parseInt(char[]) that converts an array of numeric characters to an int value.

 - A static method parseInt(String) that converts a string into an int value.

 - A method that swaps two integer numbers.

Create a driver class whose main method prints the results of calling each of the above methods.