Lab Report 05

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**Problem**

Write a program that creates a class **Apple** and a tester to make sure the Apple class is crisp and delicious.

**Solution**

In apple class, I used “private” to create 3 instances for type, weight, and price. Follow the method from the lecture, create constructors and give them the default value. Create their accessors. Create mutators to set the three instances and check if the value is valid. Then use toString() to make the result become readable. Finally, create a method to check the results are equals to the value in accessors.

In tester class, call apple class with apple’s information and check if the return value is correct.

**Implementation Problems Encountered**

I was confused about **public** String toString() in beginning. I didn’t know we can use this to represent the object.

**Lab Report Questions**

1. In your own words describe what a class is used for.  
   a class can create objects, provide [variables](https://en.wikipedia.org/wiki/Member_variable), and implement. the class name is used as the name for the class, the name for the default [constructor](https://en.wikipedia.org/wiki/Constructor_(object-oriented_programming)), and the [type](https://en.wikipedia.org/wiki/Data_type) of objects generated. these distinct concepts are easily conflated.
2. In your own words describe encapsulation as it relates to object-oriented programming  
   It refers to the bundling of data with the methods that operate on that data, or used to hide the values or state of a structured data object inside a class.