// Climate class definition that is used to record the climate attributes of each Region

Class Climate

{

protected double maxtemperature = new double[12]; // in degrees

protected double mintemperature = new double[12]; // in degrees

protected double watertemperature = new double[12]; // in degrees

protected double humidity = new double[12]; // in %

protected double rainydays = new double[12]; // in days

protected double windspeed = new double[12]; // in miles per hour

protected double precipitation = new double[12]; // in mm

protected double hoursofsunshine = new double[12]; // in hours

// set methods for class data

public void setmaxtemperature(double[] maxtemp)

{

For (int i = 0; i < maxtemp.Length; i++)

{

maxtemperature[i] = maxtemp[i];

}

}

public void setmintemperature(double[] mintemp)

{

For (int i = 0; i < mintemp.Length; i++)

{

mintemperature[i] = mintemp[i];

}

}

public void setwatertemperature(double[] watertemp)

{

For (int i = 0; i < watertemp.Length; i++)

{

watertemperature[i] = watertemp[i];

}

}

public void sethumidity(double[] humi)

{

For (int i = 0; i < humi.Length; i++)

{

humidity[i] = humi[i];

}

}

public void setrainydays(double[] rdays)

{

For (int i = 0; i < rdays.Length; i++)

{

rainydays[i] = rdays[i];

}

}

public void setwinspeed(double[] wspeed)

{

For (int i = 0; i < wspeed.Length; i++)

{

windspeed[i] = wspeed[i];

}

}

public void setprecipitation(double[] prec)

{

For (int i = 0; i < prec.Length; i++)

{

precipitation[i] = prec[i];

}

}

public void sethoursofsunshine(double[] hsunshine)

{

For (int i = 0; i < hsunshine.Length; i++)

{

hoursofsunshine[i] = hsunshine[i];

}

}

// get methods for class data

public double[] getmaxtemperature()

{

return this.maxtemperature;

}

public double[] getmintemperature()

{

return this.mintemperature;

}

public double[] getwatertemperature()

{

return this.watertemperature;

}

public double[] gethumidity()

{

return this.humidity;

}

public double[] getrainydays()

{

return this.rainydays;

}

public double[] getwinspeed()

{

return this.winspeed;

}

public double[] getprecipitation()

{

return this.precipitation;

}

public double[] gethoursofsunshine()

{

return this.hoursofsunshine;

}

}