Martin Hynes

16390836

Movie.java

```java
public class Movie{

        //Create private instance variables

        private String title;

        private String genre;

        private int rating;


        //Constructor method, give each variable a value, something along the lines of unassigned

        public Movie(){

                title = "unassigned";

                genre = "unassigned";

                rating = 0;

        }


        //Setter methods for title, genre, and rating

        public void setTitle(String Title){

                title = Title;

        }


        public void setGenre(String Genre){

                genre = Genre;

        }


        public void setRating(int Rating){

                rating = Rating;
```

```java
        }

        //Getter methods for title, genre, and rating
        public String getTitle(){

                return title;

        }


        public String getGenre(){

                return genre;

        }


        public int getRating(){

                return rating;

        }


        //playIt method, print now playing
        public void playIt(){

                System.out.print(this.getTitle() + " - Now Playing");

        }
}
```

MovieTest.java

```java
import java.util.Scanner;

public class MovieTest{


        //main method creation

        public static void main(String[] args){

                //Create scanner object for inputs

                Scanner scan = new Scanner(System.in);

                //Create 3 variables for use later

                String Title;

                String Genre;

                int Rating;

                //Create 3 movie object long array

                Movie[] movies = new Movie[3];



                //For loop to fill aray with movie objects

                for(int i=0;i<3;i++){

                        movies[i] = new Movie();

                }



                //For loop to take inputs and set the title, genre, and rating of each object

                for(int j=1;j<4;j++){

                        System.out.print("Enter the Title of movie "+j+": ");

                        Title = scan.nextLine();

                        movies[j-1].setTitle(Title);


                        System.out.print("Enter the Genre of movie " + j + ": ");
```

```java
            Genre = scan.nextLine();

            movies[j-1].setGenre(Genre);


            System.out.print("Enter the Rating from 1-5 of movie " +j+": ");

            Rating = scan.nextInt();

            movies[j-1].setRating(Rating);


            //Resets the Genre scan.nextLine(), otherwise, due to how nextLine works,

            //It would not wait for an input for the next title. This way, the nextLine

            //Below is skipped instead.

            scan.nextLine();

        }


        //For loop to print the Title, Genre, Rating of each movie object, and run its

        //PlayIt method.

        for(int k=0;k<3;k++){

            System.out.println("\nMovie "+ (k+1)+ " Title: " + movies[k].getTitle());

            System.out.println("Movie "+ (k+1)+ " Genre: "+movies[k].getGenre());

            System.out.println("Movie "+ (k+1)+ " Rating: "+movies[k].getRating());

            movies[k].playIt();

        }

    }

}
```

```
Enter the Title of movie 1: Wolf of Wall Street
Enter the Genre of movie 1: Comedy Drama
Enter the Rating from 1-5 of movie 1: 5
Enter the Title of movie 2: Sharknado
Enter the Genre of movie 2: Thriller
Enter the Rating from 1-5 of movie 2: 1
Enter the Title of movie 3: Atomic Blond
Enter the Genre of movie 3: Thriller
Enter the Rating from 1-5 of movie 3: 4

Movie 1 Title: Wolf of Wall Street
Movie 1 Genre: Comedy Drama
Movie 1 Rating: 5
Wolf of Wall Street - Now Playing
Movie 2 Title: Sharknado
Movie 2 Genre: Thriller
Movie 2 Rating: 1
Sharknado - Now Playing
Movie 3 Title: Atomic Blond
Movie 3 Genre: Thriller
Movie 3 Rating: 4
Atomic Blond - Now Playing
```