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// Exercise.swift

// CircuitsApp

//

// Created by CSCI Account on 1/20/21.

//

**import** Foundation

// Creates a class of which each exercise will be an instance

// Each exercise has a name and possible duration, reps, and visual, as well as getters and setters for each

**class** Exercise {

**var** name = ""

**var** duration:Int?

**var** reps:Int?

**var** visual:String?

**func** setName(name:String) {

// Set the name of the exercise

**self**.name = name

}

**func** getName() -> String {

// Return the name of the exercise

**return** **self**.name

}

**func** setDuration(time:Int) {

// Set the duration of the exercise

**self**.duration = time

}

**func** getDuration() -> Int? {

// Return the WRAPPED timer of the exercise

**return** **self**.duration

}

**func** setReps(reps:Int) {

// Set the reps of an exercise

**self**.reps = reps

}

**func** getReps() -> Int? {

// Return the WRAPPED reps of the exercise

**return** **self**.reps

}

**func** setVisual(file:String) {

// Set the filename of the visual for the exercise

**self**.visual = file

}

**func** getVisual() -> String? {

// Return the WRAPPED visual of the exercise

**return** **self**.visual

}

}