



Figure 1: Classdiagram ES01

ExerciseSheet01

In the first Exercise Sheet you shall practice applying your knowledge about Classes, primitive and non-primitive Fields, Getter- and Setter- Methods and the concept of encapsulation.

Tasks

You will be asked to implement the class `Track` and a class that belongs to it, the `Artist` with all the information that belongs to them. Additionally, you will learn techniques to get and change this information in a safe way, so that all values stored in an Object based on these classes follow specific rules (using setters and getters).

For a detailed description of the fields and methods, please refer to the respective javadoc. Unzip the file `ES01_Javadoc.zip` and open `index.html`.

Information to be ignored in javadoc

As a javadoc doesn't contain only information added by the developer but also have some additional information, sometimes there are methods/ fields and other information that can be ignored for **this** ExerciseSheet.

So the following list specifies what you should not implement although it's listed in the documentation!

1. ignore everything in **Constructor summary** and therefore the **Constructor Detail** for this Exercise
2. ignore `Artist()` and `Track()` information in the class diagram!

Tests

The following numbers should be shown in your testing overview:

classes	Methods
Artist	11
Track	38
sum	49

ATTENTION

- Make sure you have implemented all methods and fields with the predefined names!
- If you are not able to implement some of them because of the requirements, generate at least the methods themselves, else the tests won't compile and therefore won't be graded.
- Never change the testfiles themselves.