﻿using System;

public class School

{

private int schoolID;

private string schoolName;

private string schoolNickname;

private string street;

private string city;

private string state;

private string zip;

private string country;

public School(int schoolID, string schoolName, string schoolNickname, string street, string city, string state, string zip, string country)

{

setSchoolID(schoolID);

setSchoolName(schoolName);

setSchoolNickname(schoolNickname);

setStreet(street);

setCity(city);

setState(state);

setZip(zip);

setCountry(country);

}

//SETTERS

protected void setSchoolID(int schoolID)

{

this.schoolID = schoolID;

}

protected void setSchoolName(string schoolName)

{

this.schoolName = schoolName;

}

protected void setSchoolNickname(string schoolNickname)

{

this.schoolNickname = schoolNickname;

}

protected void setStreet(string street)

{

this.street = street;

}

protected void setCity(string city)

{

this.city = city;

}

protected void setState(string state)

{

this.state = state;

}

protected void setZip(string zip)

{

this.zip = zip;

}

protected void setCountry(string country)

{

this.country = country;

}

//GETTERS

protected int getSchoolID()

{

return this.schoolID;

}

protected string getSchoolName()

{

return this.schoolName;

}

protected string getSchoolNickname()

{

return this.schoolNickname;

}

protected string getStreet()

{

return this.street;

}

protected string getCity()

{

return this.city;

}

protected string getState()

{

return this.state;

}

protected string getZip()

{

return this.zip;

}

protected string getCountry()

{

return this.country;

}

}