

Accessibility Activity

Open the MadeUpDisease program in repl. Using the MadeUpDisease.java and the Main.java complete the following activities:

1. Run the program without making any changes. Record the result.
2. In Main.java, type in the following line of code in between the 2 comment lines.

```
test.name = "Two";
```

Compile and run and record the result.

3. Next change the access to both instance variables in MadeUpDisease to `public` and in Main.java add the line:

```
test.val = 13;
```

Compile and run and record the result.

4. Reset the instance variables back to `private` and comment out the 2 lines you wrote in 1 and 2.

Change the constructors' access to `private` in MadeUpDisease.

Compile and run and record the result.

5. Change the constructors back to `public`. Add the following lines of code to Main:

```
MadeUpDisease newTest = new MadeUpDisease("Ten", 10);
System.out.println(newTest);
newTest.changeVal();
System.out.println(newTest.getName() + "'s new value is " +
newTest.getVal() + ".");
```

Compile and run and record the result.

6. Change the access of the accessor and mutator methods in MadeUpDisease to `private`:

Compile and run and record the result.

7. Change the access of the accessor and mutator methods in `MadeUpDisease` back to `public`.

Change the helper methods in `MadeUpDisease` access to `private`.

Compile and run and record the result.

8. Change the access of the `toString()` method in the `MadeUpDisease` class to `private`.

Compile and run and record the result.