Name: Solution Unity ID: Lab:	
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You will be writing a City class

- A City knows its name, population, number of stop lights, and amount of debt
- Create a city class
- Create a null and complete constructor
- Create getter (accessor) and setter (mutator) methods for each instance variable
- Have proper error checking for the accessor and mutator methods
 - Look for empty and null strings
 - Look for negative values (except for city debt it would be nice to have a city that has no debt)
- Create a main method. Create a city object. Change at least one of the instance variables with a mutator. Print out to the terminal window at least one instance variable with an accessor.

```
public class City {
  //Instance variables
  private String name;
  private int population;
  private int numStopLights;
  private double amtDebt;
  public City() {
    name = "";
    population = 0;
    numStopLights = 0;
    amtDebt = 0;
  }
  public City(String name, int pop, int nStopLights; double
    debt) {
     this.name = name;
    this.population = population;
    this.numStopLights = nStopLights;
    this.amtDebt = debt;
  }
  public void setName(String name) {
     if(name == null)
       this.name = "";
     if(name.equals(""))
       this.name = "Raleigh";
     else
       this.name = name;
```

```
}
public String getName() {
  return name;
public void setPopulation(int population) {
  if(population < 0) {
     this.population = 0;
  else
     this.population = population;
public int getPopulation() {
  return population;
public void setNumStopLights(int numStopLights) {
  if(numStopLights < 0)</pre>
     this.numStopLights = 0;
  else
     this.numStopLights = numStopLights;
public int getNumStopLights() {
  return numStopLights;
public void setAmtDebt(double amtDebt) {
  this.amtDebt = amtDebt;
public double getAmtDebt() {
  return amtDebt;
public static void main(String [] args) {
  City raleigh = new City();
  raleigh.setName("Raleigh");
  System.out.println("Population of Raleigh is " +
     raleigh.getPopulation());
```