1. Copy the files `BoardGame.java` and `BoardGameTester.java` from blackboard and compile. The class contains some errors related to variables. Fix these errors and run the tester class so that it produces the following output:

```
Title Monopoly Publisher: Hasbro Number of players: 4
Full title: Monopoly (Hasbro)
```
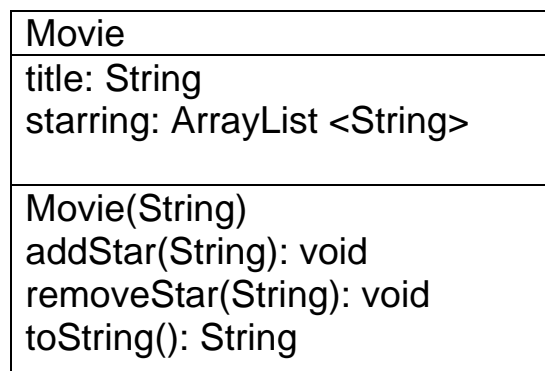
2. Copy the file EBook.java from Blackboard. This file contains examples of Composition in the form of the instance variables `title` and `authors`. Write a Tester class which produces the following output:

```
Title: War and Peace
Size: 5 mb
Authors: Leo Tolsoy

Title: Good Omens
Size: 2 mb
Authors: Neil Gaiman Terry Pratchett

Title: Heads You Lose
Size: 3 mb
Authors: Lisa Lutz David Hayward
```

3. Create a Movie class based on the below UML diagram.

Movie
title: String starring: ArrayList <String>
Movie(String) addStar(String): void removeStar(String): void toString(): String

4. Write a Tester program which instantiates two `Movie` objects. The first has a title of *The Rock* and stars *Nicholas Cage* and *Sean Connery*. The second has a title of *Pulp Fiction* and stars *Samuel L Jackson*, *John Travolta*, *Uma Thurman* and *Bruce Willis*. The program should print out details of both `Movie`s.

```
Title: The Rock
Starring: Nicholas Cage Sean Connery

Title: Pulp Fiction
Starring: Samuel L Jackson John Travolta Uma Thurman Bruce
Willis
```

5. Copy the file `Date.java` from Blackboard. Add a new instance variable of this type called `releaseDate` to your `Movie` class.   Add a `setReleaseDate()` method to your `Movie` class and modify your `toString()` method. Test these changes.

   ```
   Title: The Rock
   Starring: Nicholas Cage Sean Connery
   Release Date: 7/6/1996

   Title: Pulp Fiction
   Starring: Samuel L Jackson John Travolta Uma Thurman Bruce
   Willis
   Release Date: 21/5/1994
   ```

6. Change the Constructor of `Movie.java` so that it accepts a parameter called `releaseDateIn` of type `Date`, and sets the `releaseDate` to this `Date`. Test this change.

   ```
   Movie m1 = new Movie("Infinity War", new Date(23, 4, 2018));
   ```

7. Add an overloaded Constructor that accepts the date in the form of three `int`s. Test this change.

   ```
   Movie m2 = new Movie("Avengers Endgame", 25, 4, 2019);
   ```