```java
/**
 * The Car class creates a blueprint of a car and requires four pieces of data
 * for that class.
 * The car class has four accesor methods that allow access to variables
 * stored in the car class.
 * The car class has four mutator methods that can change the data
 * contained in the four classes.
 * The toString method allows the four variables of one instance the be put together into
 * one sentence.
 * The isAntique method determines if any instance of car is older than 50 years.
 * CS 151 section 01
 * PROJECT #3
 * @author (Yaw Abaaho)
 * @version (2/15/19)
 */
import java.text.NumberFormat;
public class Car
{
    private String make, model;
    private int year, cost;

    public Car(String make, String md, int yr, int c)
    {
        this.make = make;
        model = md;
        year = yr;
        cost = c;
    }

    public String getMake()
    {
        return make;
    }

    public String getModel()
    {
        return model;
    }

    public int getYear()
    {
        return year;
    }

    public int getCost()
    {
        return cost;
    }

    public void setMake(String m)
    {
        make = m;
    }

    public void setModel(String md)
    {
        model = md;
    }

    public void setYear(int yr)
    {
        year = yr;
    }

    public void setCost(int c)
    {
        cost = c;
    }

    public String toString()
    {
        NumberFormat crncy = NumberFormat.getCurrencyInstance();

        return "My " + make + " " + model + " was made in the year "
        + year + " \nand cost " + crncy.format(cost) + "."
        + "\nIt is " + isAntique()
        + " to say that this car is an antique.\n";
    }

    public boolean isAntique()
    {
        return year<1969;
    }
}
```