

Lab 3

You are tasked with storing information about students such as `id`, `name`, `age`, `gpa`, `major` into a single type. Object-oriented programming allows us to create one single type (user-defined type) with many properties and can also define behaviors. A Student will have the above properties and a `promote` behavior.

```
public class Student {  
}
```

- Using; `id`, `name`, `age`, `gpa`, `major`; Create field types.
- Create a constructor to initialize the instance variables.
- As for behavior, create a function that will define how a student should be promoted. Hint: Students whose GPA is more than 1.9 are only eligible to be promoted.
- Create two student Object