**Programming with Java**

**Exercise #6.2**

**Encapsulation**

Exercise Description: In this exercise, you will practice implementing encapsulation in Java by creating a simple class with private fields and providing public methods to access and modify those fields. Follow the instructions below to complete the exercise.

1. Create a Java class named "Person" with the following private fields (instance variables):
   * String name: to store the name of the person.
   * int age: to store the age of the person.
   * String address: to store the address of the person.
2. Implement the following public methods in the "Person" class:
   * Person(String name, int age, String address): A constructor to initialize all the fields when a new object is created.
   * String getName(): A method to get the name of the person.
   * int getAge(): A method to get the age of the person.
   * String getAddress(): A method to get the address of the person.
   * void setAddress(String address): A method to set the address of the person.

Note: Ensure that the get methods only return the values of their respective fields and the set method only modifies the "address" field.

1. Create a Java class named "Main" with a main method.
2. In the main method, create two "Person" objects with different information (e.g., names, ages, and addresses).
3. Use the getName(), getAge(), and getAddress() methods to retrieve and display the information of both "Person" objects.
4. Use the setAddress(String address) method to change the address of one of the "Person" objects.
5. Display the updated information of the "Person" objects after modifying the address.
6. Compile and run your program to ensure that it correctly demonstrates encapsulation by using private fields and public methods for accessing and modifying data.
7. Submit your completed Java program, including the "Person" and "Main" classes.

Note: Ensure that the "Person" class's fields are private and that you correctly implement the getter and setter methods for encapsulation.