**Practice:**

1. What should be the data members of an Automobile class? (type and name)

2. What does a constructor for this class look like?

**Problem:** How do we get data back from our object, and put more in it? What about when it is in an array?

*Accessor Methods*

* Shares “private” data with the program
  + send back (return) the data stored in one of the data fields
  + name usually starts with “get”
  + **Need one for each data member**
* An example method for Automobile:

*Mutator Methods*

* Change the value of a private data member
  + allow the programmer to change the value in a data field
  + name usually starts with “set”
  + **Need one for each data member**
* An example method for Automobile:

If a class has **3 instance fields (or “data members”)**, it should have

* how many accessors?
* how many mutators?

Write the headers for the rest of the accessors and mutators for the Automobile class.

**How do we CALL one of these methods?**

public class LotsOfCars

{

public static void main(String[ ] args)

{

Automobile auto = new Automobile(

//output the Automobile’s year

}

}

**Back to OlympicCountry class:**

1. What accessors do we need?
2. What mutators do we need?

**Overloading Methods**

A class can have multiple methods with the same name as long as

Constructor example: