**YouTube tutorial 39-41 – Overload constructors, set and get methods, building methods for constructors**

**1st class – apples.java:**

**class** apples{

**public** **static** **void** main(String[]args){

tuna tunaObject = **new** tuna();

tuna tunaObject2 = **new** tuna(5);

tuna tunaObject3 = **new** tuna(5,13);

tuna tunaObject4 = **new** tuna(5,13,43);

System.*out*.printf("%s\n", tunaObject.toMilitary());

System.*out*.printf("%s\n", tunaObject2.toMilitary());

System.*out*.println(tunaObject3.toMilitary());

System.*out*.println(tunaObject4.toMilitary());

}

}

**2nd class – tuna.java:**

**public** **class** tuna{

**public** **int** hour;

**public** **int** minute;

**public** **int** second;

**public** tuna(){

**this**(0,0,0);

}

**public** tuna(**int** h){

**this**(h,0,0);

}

**public** tuna(**int** h, **int** m){

**this**(h,m,0);

}

**public** tuna(**int** h, **int** m, **int** s){

setTime(h,m,s);

}

**public** **void** setTime(**int** h, **int** m, **int** s){

setHour(h);

setMinute(m);

setSecond(s);

}

**public** **void** setHour (**int** h){

hour = ((h>=0&&h<24)? h:0);

}

**public** **void** setMinute (**int** m){

minute = ((m>=0&&m<60)? m:0);

}

**public** **void** setSecond (**int** s){

second = ((s>=0&&s<60)? s:0);

}

**public** **int** getHour(){

**return** hour;

}

**public** **int** getMinute(){

**return** minute;

}

**public** **int** getSecond(){

**return** second;

}

**public** String toMilitary(){

**return** String.*format*("%02d:%02d:%02d", getHour(), getMinute(), getSecond());

}

}

The result is as follows:

00:00:00

05:00:00

05:13:00

05:13:43