

COMP 1409

Intro to Software Development 1

Java

Lab 4

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The purpose of this lab is to exercise your knowledge around object interaction.

Person.java

Include the `Person` class from the solution for the last lab.

Playground.java

Create a `Playground` class that will have one simple method named `run()`.

The `run()` method will

- Not return any values, not take any parameters and be in `public` scope
- create an instance of the `Person` class
- through the reference for that instance,
 - print out the default `Person` properties via the accessor methods
 - mutate the `Person` properties via the mutator methods
 - print out the newly mutate properties via the accessor methods
 - using the accessor methods, grab the `age` property of the `Person`
 - if `age` is over 65, print out “Person is old!”
 - otherwise, print out “Person is young!”

Be sure to comment your code with appropriate `JavaDoc`.

Be sure to use proper camelCasing or PascalCasing.

Be sure to use reasonable data types/reference types.

Submission

Compress and submit your source code to the Dropbox in D2L.