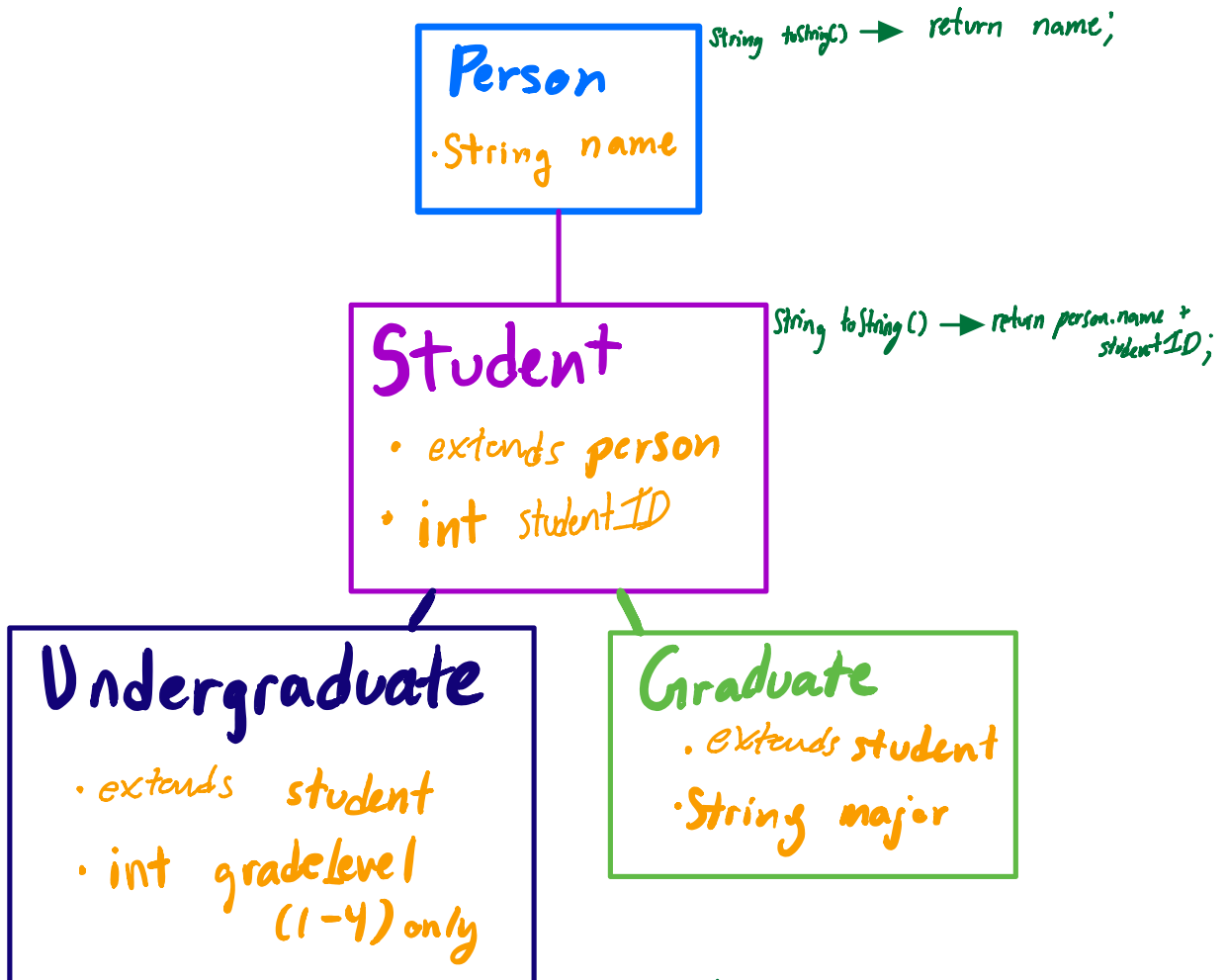


Classes



`String toString() → return student.toString() + gradeLevel();` ← " "

```
String gradeLevel() {
    switch (gradeLevel)
        case 1:
            return "Freshman";
        ...
}
```

```
boolean equals(int grade)
    return undergrad.gradeLevel == grade
```

(String major)
← " " `return graduate.major.equalsIgnoreCase(major)`

```
class Main {
```

```
    run {
```

```
        choice = Client.runAgain()
```

```
        while (choice != 0)
```

```
            case 0: exit
```

```
            case 1: add person Add Gvi
```

```
            case 2: remove enemy remove Gvi
```

```
            case 3: print Persons
```

```
            case 4: print Students
```

```
            case 5: print Undergrads
```

```
            case 6: print Grads
```

```
            case 7: input grade
```

```
            case 8: input major
```

array.stream().filter(m → m instanceof
className).forEach(
System.out::println);

array.stream().filter(m → m.equals(input)).forEach(System.out::println);

```
    }
```

```
Client {
```

```
    Person people = new Person(10);  
    String getInput() --
```

```
    Scanner scanner;
```

```
    int runAgain = 0;
```

```
    int runAgain {
```

```
        sout {
```

```
            "Select your option
```

```
            1. —
```

```
            2. —
```

```
            3. —
```

```
            "input = Integer.parseInt(getInput)
```

```
            return input;
```

```
        }
```

```
    }
```