Lab2

Implement the following class in Java.

package com.joker.java.YOURNAME.lab2 ;

**Student**

-studentId :int

-studentType:char

+setStudentId(id:int):void

+setStudentType(type:char):void

+getStudentId():int

+getStudentType():char

**Step 1:** Define a class “**Student**” and save it in Student.java

**Step 2:** Define all the member methods of Student Class

**Step 3:** Define a class “**CourseManagement**” with main method and save it in

CourseManagement.java

a. In the main method, assign the student details in the corresponding

temporary variables.

b. Create a reference variable with the name **student**.

c. Create an object of type **Student** and assign it to reference variable

named **student**.

d. Invoke the corresponding setter methods to set the instance variable

with the given values stored in temporary variables.

e. Using getter methods, display the **student** details.

**Step 4:** Compile the program, fix the errors if any

**Step 5:** Execute the program and verify the output

**Note:**

Using a class, you can create any number of objects

For every instance variable there should be a setter and getter

method associated to it. Setter method is to set the value of the

instance variable and getter method is to return the value of the

instance variable

studentType instance variable can have ‘F’ (fresher) or ‘L’ (lateral)