CPS 181 In-Session Activity

Build a Restaurant Program

Goal: Practice Classes, Objects, Constructors, Mutators, Accessors, and Object Creation in Java.

## Part 1: Restaurant class

Create a class named Restaurant with:  
- a String field called name  
- an int field called rating  
  
Should these fields be public or private?

## Part 2: Constructors

Add:  
- a default constructor (sets name to "NoName" and rating to -1)  
- a second constructor that accepts name and rating as parameters

## Part 3: Mutators (Setters)

Add:  
- setName(String newName)  
- setRating(int newRating)

## Part 4: Accessors (Getters)

Add:  
- getName()  
- getRating()

## Part 5: Print method

Add a print() method that prints:  
Restaurant: <name>, Rating: <rating>

## Part 6: Main method

In a class called RestaurantFavorites, add a main method.  
Create at least 2 Restaurant objects using both constructors.  
Call print() on each one.

## Part 7 (Bonus): Compare ratings

Add a method called compareRating(Restaurant other) that compares two restaurants and prints which one is rated higher.