1. Write a test class for the following class fill the information from the user

And print out the results again .

public class Player {

public String name;

public int score;

}

1. Modify the previous class so that the two instance variables are private and there is a getter method and a setter method for each instance variable.
2. Write a class called Games contain the following

A private object called user from type player

A private string Game\_Name

Constructor to initiate the object and initials the Game\_Name to empty String

1. create a class called array manipulations that contains:

* private variables :
* int array called X
* max (to determine the capacity)
* size (size of array )
* the following methods:
* constructor : to initialize the variables and create the array with a given max size.
* Display : to print the array content
* Full : return true if array is full and false other wise.
* Empty : return true if array is full and false other wise.
* Retrieve : retrieve the value for a given index
* Update : update the value for a given index
* Insert : insert a value in the array.
* remove : remove the last added value
* remove : remove a value in a given index(replace the value with zero);

write a test class to test your class