# Question 1:

* Write a class called played with the following class instance variables :
* name
* score

the two instance variables are private and there is a **getter method** and a **setter method** for each instance variable.

* Write a class called Games contain the following :

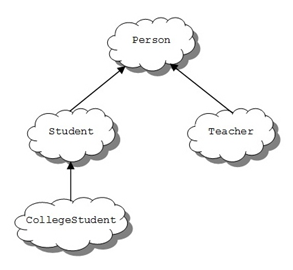
A private object called user from type player

A private string Game\_Name

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

# Question 2:

A HighSchool application has two classes: the **Person** superclass has (name, age and gender) and the **Student** has (IidNum, GPA) subclass. Using inheritance, in this lab you will create two new classes, **Teacher** and **CollegeStudent**. A Teacher will be like Person but will have additional properties such as **salary**(the amount the teacher earns) and **subject** (e.g. “Computer Science”, “Chemistry”,  “English”, “Other”). The CollegeStudent class will extend the Student class by adding a **year(**current level in college) and **major**(e.g. “Electrical Engineering”, “Communications”, “Undeclared”).

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1. Create the Person and Student class with constructors to initialize the fields.
2. Add methods to “set” and “get” the instance variables in the Person class. These would consist of: getName, getAge, getGender, setName,  setAge, and setGender.
3. Write a Teacher class that extends the parent class Person.
   * + a.  Add instance variables to the class for *subject* (e.g. “Computer Science”, “Chemistry”,, “English”, “Other”) and *salary* (the teachers annual salary). *Subject* should be of type String and *salary* of type double. Choose appropriate names for the instance variables.
     + b.  Write a constructor for the Teacher class. The constructor will use five parameters to initialize myName, myAge, myGender, subject, and salary.  Use the super reference to use the constructor in the Person superclass to initialize the inherited values.
     + c.  Write “setter” and “getter” methods for all of the class variables. For the Teacher class they would be: getSubject, getSalary, setSubject, and setSalary.
     + d.  Write the toString() method for the Teacher class. Use a super reference to do the things already done by the superclass.