CSCI-101 Programming 1
Lab 8, Part a - Week of October 24

INSTRUCTIONS

Log into cs.bridgewater.edu.
Change your working directory to your **labs** directory in your repository.
Inside the labs directory use **vi** to create a file named **Lab8a.java** and a file named **Student.java**.

Inside the **Student.java** file create a class that models a student. The Student class should have the following:

1. Private fields
    a. a field named **firstName** that holds a String.
    b. a field named **lastName** that holds a String.
    c. a field named **studentID** that holds an integer.

2. A constructor
    a. The constructor has two Strings and an integer as parameters.
    b. The constructor sets the **firstName**, **lastName** and **studentID** fields using the data passed into the constructor.
    c. If the student ID value passed to the constructor is less than or equal to zero the **studentID** field is set to **-1**.

3. Getters and setter for each field.
    a. If the student ID value passed to the studentID field's setter method is less than or equal to zero the **studentID** field is set to **-1**.

4. Overridden the **Object** class' **toString** method so that it returns a string containing the student's id, last name, and first name (in that order) separated by commas.

In the **main** method in **Lab8a.java** do the following.

a. Ask the user to enter a first name, last name and student ID.

b. Read in the data from the keyboard and store the data in local variables.

c. Create an instance of the **Student** class using the data read from the keyboard.

d. Print to the screen the string that is returned by the instance's **toString** method.

e. Print to the screen the student's last name using the instance's getter method.

f. Print to the screen the student's first name using the instance's getter method.

g. Print to the screen the student's ID using the instance's getter method.

h. Set the student's last name to **"Bunny"** using the instance's setter method.

i. Set the student's first name to **"Bugs"** using the instance's setter method.

j. Set the student's ID to **3000** using the instance's setter method.

k. Print to the screen the string that is returned by the instance's **toString** method.

l. Set the student's ID to **0** using the instance's setter method.

m. Print to the screen the string that is returned by the instance's **toString** method.