1. Fill in some code for a Car class, following guidelines given through comments.

```java
public class Car {
  // instance variables
  String manufacturer;
  String model;
  int year;
  double price;

  // constructor
  public Car(String x, String y, int z, double w) {
    manufacturer = x;
    model = y;
    year = z;
    price = w;
  }

  // constructor: another version of the constructor, without
  // parameters for year, or price; sets these to default
  // values (2015 and 0, respectively).

  //********** Assume the following methods are also implemented **********
  // public double getPrice() // returns the Car’s price
  // public void setPrice(double x) // sets price to x
  // public String toString(): returns a String representing this Car
  // ********************************************************************
}
```

2) Write client code that uses the Car class:

a) Instantiate a Car object using the first constructor (make up appropriate values), assign to myCar.

b) Instantiate a Car object using the second constructor, using manufacturer “Jaguar”, model name “XF Supercharged” and assign this object to a variable named obscureObjectOfDesire.

c) Print the info of myCar and obscureObjectOfDesire (use the toString() method).

d) Print the average price of myCar and obscureObjectOfDesire (use getPrice()).
1. Fill in some code for a Car class, following guidelines given through comments.

```java
public class Car {
    // instance variables
    String maker;
    int year;
    double price;

    // constructor
    public Car(String x, int y, double z) {
        maker = x;
        year = y;
        price = z;
    }

    // constructor: another version of the constructor, without
    // parameters for year, or price; sets these to default
    // values (2014 and 20000, respectively).

    //********* Assume the following methods are also implemented *********
    // public double getPrice()   // returns the Car’s price
    // public void setPrice(double x)  // sets price to x
    // public String toString(): returns a String representing this Car
    //***********************************************************************************
}
```

2) Write client code that uses the Car class:

a) Instantiate a Car object using the first constructor (make up appropriate values), assign to myCar.

b) Instantiate a Car object using the second constructor, using manufacturer “Nissan” and assign this object to a variable named otherCar

c) Print the average price of myCar and otherCar (use the getPrice() method).

d) Set the price of myCar and to 5000 (use the setPrice() method).