Lab #10

Object-Orientated Programming

1. Modify the Getters and Setters as follows:
	1. For the Setter, only allow the value X to be set to a positive value, if the number passed in is a negative number or zero, set it to zero.
	2. For the Getter, check if the value of X is even, and if it is print out the message “X is even” and then return the value in the normal way.

Check if you can get the code to run.

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| e-mail me a completed solution in a Word document before next week’s class. e-mail to Damian.X.Gordon@TUDublin.ie with subject heading “DT249 OOP Lab #10” |