

Class Model

```
public class MySong
{
    // The "Big 3"
    // 1. instance variables
    // 2. constructors (zero and multi-arg)
    // 3. toString() method

    // The "Dynamic Duo"
    // 4. getter (accessor) methods
    // 5. setter (mutator) methods

    // The "Brain" (public or private)
    // 6. processor method(s)
    //     (algorithmic processing)

} // end class Song
```

```
public class MySong
{
    private String title;
    private double cost;
    private int seconds;
    private boolean isDownloaded;

    public MySong()
    {
        title = new String( "Beat it" );
        cost = 1.29;
        seconds = 259;
        isDownloaded = false;
    } // end zero-arg constructor

    public MySong( String initialTitle,
                  double initialCost,
                  int initialSeconds,
                  boolean initialIsDownloaded)
    {
        title = new String( initialTitle );
        cost = initialCost;
        seconds = initialSeconds;
        isDownloaded = initialIsDownloaded
    } // end four-arg constructor

    public String getTitle()
    {
        return title;
    } // end method getTitle

    public void setTitle( String newTitle )
    {
        title = newTitle;
    } // end method setTitle

    public String toString()
    {
        return "Song title is: " + title;
    } // end method toString()

} // end class Song
```