

## Classes

Name \_\_\_\_\_

1. Write a class that will represent a Word Class

The word class should have 1 private variable – a String

It should have 2 constructors – 1 default which will set the String to be “empty”

If any methods are called and the String is equal to ‘empty’ print out a message that the String hasn’t been entered yet

You should have the following modifiers

```
changeString(String)
```

```
reverseString()
```

```
addToString(String) // adds parameter to existing String
```

You should have the following accessors

```
void printString()
```

```
String getString()
```

```
void printReverse()
```

```
String getReverse()
```

```
int getLength()
```

```
String mixItUp() // returns String all mixed up – doesn’t change original  
                // Michael might come back as ceMilah  
                // use Math.random()
```

```
public class Word  
{private String st;
```

