

Q. 1. Consider the following partial class definition:

_____/20 p.

```
1  class DVD
2  {
3      private string title;
4      private decimal price;
5  }
```

1. Write a statement that would create a DVD object. What would be the values of the instance variables of that object?
2. Write a “setter” for the `title` attribute.
3. Write a constructor for the DVD class taking at least one argument (you’re free to decide which one(s)).
4. Write a method called `Discount` that decreases the price attribute by 5.55%
5. Write a (good, informative) `ToString` method for that class.
6. Draw (on the back) the UML class diagram for the class you obtained adding the four methods to our original class definition.