

## Interests.java

```
1 package project;
2
3 /* This Domain class(Entity) , used to capture or store data from subset of
4 Information from the
5 * Questionnaire entity */
6 public class Interests {
7     int id;
8     String exercisePerWeek;
9     String hobbies;
10    int smoke;
11    int criminalConviction;
12    int alcoholUnits;
13    String favouriteQuote;
14    int menopause;
15    String describeYourself;
16    String aspiration;
17    String food;
18    String tv;
19    String books;
20    String freeTime;
21    String music;
22    String movies;
23    int familyGathering;
24    String achievement;
25    String disappointment;
26    String bestAttribute;
27    String worstAttribute;
28    String passion;
29    String changeOneThing;
30
31    public Interests(){}
32
33    public Interests(int id, String exercisePerWeek, String hobbies, int smoke,
34    int criminalConviction,
35    int alcoholUnits, String favouriteQuote, int menopause, String
36    describeYourself, String aspiration,
37    String food, String tv, String books, String freeTime, String music,
38    String movies, int familyGathering,
39    String achievement, String disappointment, String bestAttribute,
40    String worstAttribute, String passion,
41    String changeOneThing) {
42
43        this.id = id;
44        this.exercisePerWeek = exercisePerWeek;
45        this.hobbies = hobbies;
46        this.smoke = smoke;
47        this.criminalConviction = criminalConviction;
48        this.alcoholUnits = alcoholUnits;
49        this.favouriteQuote = favouriteQuote;
50        this.menopause = menopause;
51        this.describeYourself = describeYourself;
52        this.aspiration = aspiration;
53        this.food = food;
54        this.tv = tv;
55        this.books = books;
```

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```
51     this.freeTime = freeTime;
52     this.music = music;
53     this.movies = movies;
54     this.familyGathering = familyGathering;
55     this.achievement = achievement;
56     this.disappointment = disappointment;
57     this.bestAttribute = bestAttribute;
58     this.worstAttribute = worstAttribute;
59     this.passion = passion;
60     this.changeOneThing = changeOneThing;
61 }
62
63 /* Getters and Setters*/
64 public int getId() {
65     return id;
66 }
67
68 public void setId(int id) {
69     this.id = id;
70 }
71
72 public String getExercisePerWeek() {
73     return exercisePerWeek;
74 }
75
76 public void setExercisePerWeek(String exercisePerWeek) {
77     this.exercisePerWeek = exercisePerWeek;
78 }
79
80 public String getHobbies() {
81     return hobbies;
82 }
83
84 public void setHobbies(String hobbies) {
85     this.hobbies = hobbies;
86 }
87
88 public int getAlcoholUnits() {
89     return alcoholUnits;
90 }
91
92 public void setAlcoholUnits(int alcoholUnits) {
93     this.alcoholUnits = alcoholUnits;
94 }
95
96 public String getFavouriteQuote() {
97     return favouriteQuote;
98 }
99
100 public void setFavouriteQuote(String favouriteQuote) {
101     this.favouriteQuote = favouriteQuote;
102 }
103
104 public String getDescribeYourself() {
105     return describeYourself;
```

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```
106     }
107
108     public void setDescription(String describeYourself) {
109         this.describeYourself = describeYourself;
110     }
111
112     public String getAspiration() {
113         return aspiration;
114     }
115
116     public void setAspiration(String aspiration) {
117         this.aspiration = aspiration;
118     }
119
120     public String getFood() {
121         return food;
122     }
123
124     public void setFood(String food) {
125         this.food = food;
126     }
127
128     public String getTv() {
129         return tv;
130     }
131
132     public void setTv(String tv) {
133         this.tv = tv;
134     }
135
136     public String getBooks() {
137         return books;
138     }
139
140     public void setBooks(String books) {
141         this.books = books;
142     }
143
144     public String getFreeTime() {
145         return freeTime;
146     }
147
148     public void setFreeTime(String freeTime) {
149         this.freeTime = freeTime;
150     }
151
152     public String getMusic() {
153         return music;
154     }
155
156     public void setMusic(String music) {
157         this.music = music;
158     }
159
160     public String getMovies() {
```

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```
161     return movies;
162 }
163
164 public void setMovies(String movies) {
165     this.movies = movies;
166 }
167
168 public String getAchievement() {
169     return achievement;
170 }
171
172 public void setAchievement(String achievement) {
173     this.achievement = achievement;
174 }
175
176 public String getDisappointment() {
177     return disappointment;
178 }
179
180 public void setDisappointment(String disappointment) {
181     this.disappointment = disappointment;
182 }
183
184 public String getBestAttribute() {
185     return bestAttribute;
186 }
187
188 public void setBestAttribute(String bestAttribute) {
189     this.bestAttribute = bestAttribute;
190 }
191
192 public String getWorstAttribute() {
193     return worstAttribute;
194 }
195
196 public void setWorstAttribute(String worstAttribute) {
197     this.worstAttribute = worstAttribute;
198 }
199
200 public String getPassion() {
201     return passion;
202 }
203
204 public void setPassion(String passion) {
205     this.passion = passion;
206 }
207
208 public String getChangeOneThing() {
209     return changeOneThing;
210 }
211
212 public void setChangeOneThing(String changeOneThing) {
213     this.changeOneThing = changeOneThing;
214 }
215
```

Interests.java

```
216 public int getSmoke() {
217     return smoke;
218 }
219
220 public void setSmoke(int smoke) {
221     this.smoke = smoke;
222 }
223
224 public int getCriminalConviction() {
225     return criminalConviction;
226 }
227
228 public void setCriminalConviction(int criminalConviction) {
229     this.criminalConviction = criminalConviction;
230 }
231
232 public int getMenopause() {
233     return menopause;
234 }
235
236 public void setMenopause(int menopause) {
237     this.menopause = menopause;
238 }
239
240 public int getFamilyGathering() {
241     return familyGathering;
242 }
243
244 public void setFamilyGathering(int familyGathering) {
245     this.familyGathering = familyGathering;
246 }
247 /* End of Getters and Setters*/
248 }
249
```