public static void main(String[] args) {
    // Construct two MsgList objects and put them in variables
    // called “inbox” and “Trash”. Each should show 5
    // messages at a time.

    // Create 3 Msg objects, one of which should be from
    // you to Alyce or Pam, with the subject “testing” and
    // the body “This is a test.” Add all 3 to your inbox. Then
    // add them again so you have 6 messages total.

    // List the messages in your inbox starting with the first.

    // Display the body of the 2nd message.

    // List the messages in your inbox starting with the third.

    // Move the 2nd message from your inbox to the Trash.
}

Msg

recipient:
sender:
subject:
body:

Stop & Think:

- What/where are the instance variables?
- What should the parameters to the constructor be?
- Do any of these methods alter the state of the object?
- What is the advantage of hiding the state and forcing access through methods?

Msg(String to, String from, 
) 
{
    this.recipient =
    this.sender =
}

String getToField()
{
}

String getFromField()
{
}

String getSubject()
{
}

int getMsgBody()
{
}
displayBody(int msgNum)
{
}

move(int msgNum, 
   (MsgList folder)
){
}

displayBody(int msgNum)
{
}

listMsgHeaders(int startingWith)
{
}

listMsgHeaders(int startingWith)
{
}