In this assignment you will be developing (parts of) an (extremely simplified) program that might be used by an online retailer. For this assignment you will be modeling the following entities, with the prescribed properties and behaviors. **All instance variables in each class will be declared *private* and you will provide *getter* and *setter* methods for each such instance variable.**

Class	Instance Variables	Class variables	Constructor	Other Methods
Customer	customerId, customerName, customerZipCode	customerCount	2-argument	
Product	productId, productName, productPrice, supplier	productCount	2-argument	
Agent	agentId, agentName, agentPhone	agentCount	2-argument	
Order	orderId, customer, product, agent	orderCount	3-argument	**getOrderInfo()**
Supplier	supplierId, supplierName	supplierCount	1-argument	

- The class `Customer.java` is provided to you as a model.
- The underlined instance variables in each class are assigned values automatically (see Customer.java to see how this is done).
- The constructors in each class expect and accept values for all the instance variables **except the underlined one**.
- The **getOrderInfo()** method in the Order class **returns** the following information for the order: **orderId, customerName, productName, agentName, supplierName.**

In addition to the above classes, write a separate class **InfoManager** with a **main method** in which you **do the following in the specified order**:

1. Prompt the user for **customerName, customerZipCode** and use the information and the **associated constructor** to instantiate a **Customer** object.
2. Prompt the user for **supplierName** and use the information and the **associated constructor** to instantiate a **Supplier** object.
3. Prompt the user for **productName, productPrice** and use this information and the **supplier** object created above, and the **associated constructor** to create a **Product** object.
4. Prompt the user for **agentName, agentPhone** and use the information and the **associated constructor** to create an **Agent** object.
5. Use the **Customer** object, **Product** object, and **Agent** object created in the previous steps and the **associated constructor** to create an **Order** object.
6. Invoke the **getOrderInfo()** method to **obtain and display** the information related to the order.