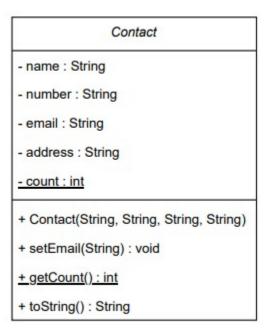
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We want to write a program that manages contacts using the following UML diagram:



Class Contact:

- Instance Attributes:
 - o *name*: the name of the contact
 - o *number*: the phone number of the contact
 - o *email*: the email address of the contact
 - o *address*: the address of the contact
- Class Attributes:
 - o count: the number of contact objects created so far
- Methods:
 - Contact(name:String, number:String, email:String, address:String):
 constructor
 - o *setEmail(email:String)*: updates the value of *email*
 - o getCount(): returns the value of count

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- o *toString():* returns a string representation of the contact in the following format:
 - name | phone | email | address

Exercise 1: Write class **Contact** and implement its methods.

Exercise 2: Write class **ContactTest** that has a main method to test the functionalities of class **Contact**:

- Print the number of created contact objects
- Create two contact objects (see sample run)
- Print their info
- Prompt the user to update the email of Sara, then print her info
- Print the number of created contact objects

Sample run:

```
Number of created contacts at the start of the program: 0

Sara | 0551122 | sara@gmail.com | Riyadh

Norah | 0553344 | norah@gmail.com | Jeddah

Enter new email address for Sara: sara@outlook.com

Sara | 0551122 | sara@outlook.com | Riyadh

Number of created contacts at the end of the program: 2
```