Classes and Objects:  

Consider the following classes:

```java
public class Student {
    public String name;
    private String[] courses;
    private int courseNum;
    public final int MAX_COURSES = 10;

    public Student(String name) {
        this.name = name;
        courses = new String[MAX_COURSES];
        courseNum = 0;
    }

    public Student(Student s) {
        name = s.name;
        courseNum = s.courseNum;
        courses = new String[MAX_COURSES];
        for (int i = 0; i < courseNum; i++)
            courses[i] = s.courses[i];
    }

    public void addCourse(String courseName) {
        if (courseNum < MAX_COURSES)
            courses[courseNum++] = courseName;
    }
}
```

(a) How many attributes (instance variables)?

(b) How many constructors?

(c) Any copy constructor?

(d) How many instance methods?

(e) Can we run this class after compiling?
public class Registration {

    public static void main(String[] args) {
        Student st0 = new Student();
        Student st1 = new Student("John Doe");
        st1.addCourse("CS170");
        st1.addCourse("BUS 201");

        System.out.println(st1.name);
        System.out.println(st1.courseNum);
        System.out.println(Arrays.toString(st1.courses));

        Student st2 = st1;
        st2.name = "Alice Smith";
        st2.addCourse("PHYS115");
        System.out.println(st1.name);
        System.out.println(st2.name);

        Student st3 = new Student(st1);
        st3.name = "Bob Brown";
        System.out.println(st1.name);
        System.out.println(st2.name);
        System.out.println(st3.name);
        st3.addCourse("MATH 107");
        System.out.println(st1);
        System.out.println(st2);
        System.out.println(st3);

        // How will you fix this problem? Print the result here after fixing it.
        System.out.println(st2);
        System.out.println(st3);
    }
}