More Ticket Machine exercises in class

- Add a field named *machineName* to the TicketMachine (what type?)

- Add a parameter for the value of *machineName* in each constructor

- Add a getter (accessor) for *machineName*

- Modify printTicket() method to use *machineName* instead of "BlueJ Line"

- Add a setter (mutator) to change the value of *machineName*

- If the input to the *machineName* setter is a *String* whose length is less than 3, don't change *machineName*; print a warning asking the user to choose a name whose length is at least 3