package Age;

/\*\*

\* @author Andrew

\* @since 4-1-2019 I pledge that this program represents my own program code. I

\* received code from and shared my code with no one.

\*/

import java.util.Scanner;

public class Age {

private final int LOW\_AGE = -2;

protected int highestAge;

/\*\*

\* \* Initializes this Age object. \*

\*/

public Age() {

this.highestAge = LOW\_AGE;

} //constructor

/\*\*

\* Determines the highest age scanned in from the keyboard

\* The sentinel is -1. \*

\*

\* @param sc basic scanner for user input

\*

\* @return returns highest age from input as an int

\*/

private final int SENTINEL = -1;

public int findHighestAge(Scanner sc) {

String prompt = "Enter a new highest age (or " + SENTINEL + " to quit)\n>>>";

int userInput;

while(true){

System.out.println(prompt);

userInput = sc.nextInt();

if(userInput == SENTINEL){

break;

else if(userInput > highestAge)

highestAge = userInput;

} // while

System.out.println("Highest input age was: " + highestAge);

return highestAge;

}

} // class Age

1. Here is a simple class – but with method specifications instead of method definitions – to find the highest age scanned in from the keyboard and to print out that age:

public class Age  {

     protected int highestAge;

     /\*\* \*  Initializes this Age object. \*\*/

     public Age ()

     /\*\*  Determines the highest age scanned in from the keyboard.

         \*  The sentinel is -1.  \* \*/

     public int findHighestAge (Scanner sc)

} // class Age

1. Fill in the method definitions for the Age class.