1. Create a class called Bunny

Properties:

color

weight

name

tasty (true or false)

Constructors:

Default: “white”, 5, “NA”, true

One that sets name, color, weight; tasty is always true

One that sets all 4 variables

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| public class Bunny{  //attributes  private String color;  private int weight;  private String name;  private boolean tasty;  public Bunny() {  color = “white”;  weight = 5;  name = “NA”;  tasty = true;  }  public Bunny(String nam, String colo, int weigh) {  color = colo;  weight = weigh;  name = nam;  tasty = true;  }  public Bunny(String nam, String colo, int weigh, boolean tast) {  color = colo;  weight = weigh;  name = nam;  tasty = tast;  }  public String getColor(){  return color;  }  public void setColor(String color){  this.color = color;  }  } |
|  |

2. Create a class called Robot

Properties:

idNumber

numberOfHumansKilled

nameOfLastHumanKilled

activated (true or false)

Constructors:

Default: 1138, 0, “NA”, false

One that sets idNumber; other values are 0, “NA” and false respectfully

One that sets all 4 variables

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3. Create a class called ChuckNorris

Properties:

name

beardLength

awesome (true or false)

Constructors:

Default: “Chuck Norris”, 9001, true

One that sets beardLength; other values are “Chuck Norris” and true respectfully

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