Counter exercise

3:   Counter state enum

CounterState enum

- Create an enum in the **models** package called **CounterState**. The enum should contain 3 constants:

    Minimum, Intermediate, Maximum

Counter class

- Create two constant integer fields:
    - **MINIMUM_COUNTER_VALUE** = -100
    - **MAXIMUM_COUNTER_VALUE** = 100
- Create a field called **state**, of type **CounterState**
- Create a getter method for **state**, called **getState()**
- Initialize **state** correctly in the constructor
- In the **setCounterValue(…)** setter method:
    - Ensure that the counter never goes below the minimum or above the maximum
    - Update **state** correctly based on the new counter value
    - If the counter has reached the minimum or maximum:
        - **Bounce** the counter (invert the **velocity**)

ICounterListener interface

- Modify the **updateCounterValue(…)** method to take a second parameter: **CounterState state**
- Save the project
- You will now have a variety of compiler errors, where either a method call is missing an argument, or a method implementation is missing a parameter
- Fix each compiler error as necessary, until none remain