

CS101: Lab #10

Writing Classes I

Write a Java program containing two classes: `Dog` and a driver class `Kennel`.

A dog consists of the following information:

- An integer `age`.
- A string `name`. If the given name contains non-alphabetic characters, initialize to `Wolfy`.
- A string `bark` representing the vocalization the dog makes when they 'speak'.
- A boolean representing hair length; `true` indicates short hair.
- A float `weight` representing the dog's weight (in pounds).
- An enumeration representing the type of `tail` (`LONG`, `SHORT`, `NONE`).

A dog consists of the following methods.

- A default constructor.
- A constructor that takes a name as argument.
- A method `private boolean validName(String)` that returns `true` / `false` whether the given name contains non-alphabetic characters.
- `humanAge` that computes and returns the age of the dog in "human years."
- `speak` returns the dog's bark.

Each constructor should initialize all attributes to reasonable initial values.

The `main` method in the `Kennel` class should create several dogs with each constructor and output their instance data using `toString`.