CRITTER

FROG OWL FERRET

AnimalDriver.java just sets up the strings to be passed into the critters and instantiates the superclass and subclasses. It then calls each subclasses mutators, accessors, and toString methods and prints out the characteristics of each Frog, Owl, and Ferret using common characteristics passed from the superclass and adding each unique characteristics in the subclasses.

Critter.java is the superclass that has four protected Strings used for the Common Characteristics of each critter. It has a constructor that has four String parameters. It has four accessors and mutators and one toString method, that each gets or set the size, domestic, live and back Strings and the toString method that just prints out each string.

Bird.java set up the bird critter subclass that has six strings declared for the use of each characteristic added. The constructor has ten parameters, four of which are called from the superclass and the other six are passed into the constructor. The six mutators and accessors, setting or getting the Species, Prey, Fly, Legs, Eyes, and head Strings. Of course the toString method is not forgotten, it updates the Phrase String to contain the common and unique characteristics of the bird critter.

Ferret.java sets up the ferret critter subclass that has six strings declared for the use of each characteristic added. The constructor has ten parameters, again four of which are received from the superclass and the other six are passed into the constructor. The six mutators and accessors set or get the Species, Prey, Length, Use, Odor, and Fun Strings. toString is there to update the Phrase String to contain the superclass’ common characteristics and the new unique characterisitics of the ferret critter.

Frog.java sets up the frog critter subclass that has five strings declared for the use of each of its characteristics to be added. The Frogs constructor has nine parameters, as usual four are passed form the superclass and the other five are again received from the constructor. The five mutators and accessors either set or get the Species, Prey, Swim, Tongue, Jump Strings. The toString method is once again there to update the Phrase String to contain the correct unique characteristics and the superclass’ common characteristics.