

Object-Oriented Programming, in Java

```
READMEMd x
1 ## How to Compile and Run the code
2
3 Open the PowerShell;
4
5 1.Be sure you're in the Path "D:/Code";
6 If not, in the PowerShell:
7 ...
8 >cd D:/Code
9 ...
10 If there's no "D:/Code", you should:
11 ...
12 >cd D:/
13 >mkdir Code
14 >cd D:/Code
15 ...
16 ...
17 2.Be sure your codes are in "D:/Code/Animals"
18 If there's no "D:/Code/Animals", you should:
19 ...
20 >cd D:/Code
21 >mkdir Animals
22 ...
23 ...
24 Then write the codes in the "D:/Code/Animals";
25
26 3.Compile and Run the codes:
27 ...
28 >javac Animals/World.java Animals/Dog.java Animals/Pig.java Animals/Cat.java Animals/Rabbit.java Animals/Food.java
29 >java Animals.World
30 ...
31 ...
32 the output should be like:
33 ...
34 Dog Lewis eats bone;
35 Dog Lewis didn't eat banana !!
36 Cat Kitty eats fish;
37 Pig Jones eats cereals;
38 Pig Porky eats cereals;
39 Rabbit Wendy eats carrot;
40 Dog Lewis Shout: Wang Wang Wang !!!
41 Cat Kitty Shout: Meow Meow Meow !!!
42 Pig Jones Shout: He He He !!!
43 Pig Porky Shout: He He He !!!
44 Rabbit Wendy Shout: Gee Gee Gee !!!
45 ...
```

```
World.java x
1 package Animals;
2 import Animals.Dog;
3 import Animals.Food;
4
5 public class World
6 {
7     public static void main(String args[])
8     {
9         // Define some animals;
10        Dog Dog1 = new Dog("Lewis");
11        Cat Cat2 = new Cat("Kitty");
12        Pig Pig3 = new Pig("Jones");
13        Pig Pig4 = new Pig("Porky");
14        Rabbit Rabbit5 = new Rabbit("Wendy");
15
16        // Define some food;
17        Food Food1 = new Food("bone");
18        Food Food2 = new Food("banana");
19        Food Food3 = new Food("cereals");
20        Food Food4 = new Food("fish");
21        Food Food5 = new Food("carrot");
22
23        // The animals begin activities...
24        Dog1.Eat(Food1);
25        Dog1.Eat(Food2);
26        Cat2.Eat(Food4);
27        Pig3.Eat(Food3);
28        Pig4.Eat(Food3);
29        Rabbit5.Eat(Foods);
30
31        System.out.println( Dog1.Shout() );
32        System.out.println( Cat2.Shout() );
33        System.out.println( Pig3.Shout() );
34        System.out.println( Pig4.Shout() );
35        System.out.println( Rabbit5.Shout() );
36    }
37 }
```

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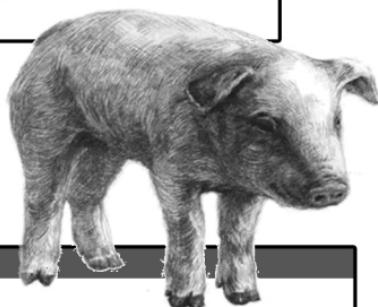
```
Food.java x  
1 package Animals;  
2  
3 public class Food  
4 {  
5     public String Name;  
6  
7     public Food(String vname)  
8     {  
9         this.Name = vname;  
10    }  
11 }
```



```
Dog.java x  
1 package Animals;  
2  
3 public class Dog  
4 {  
5     public String Name;  
6  
7     public Dog(String vname)  
8     {  
9         this.Name = vname;  
10    }  
11  
12     public void Eat(Food SomeFood)  
13     {  
14         if(SomeFood.Name == "bone")  
15         {  
16             System.out.println("Dog " + this.Name + " eats bone.");  
17         }  
18         else  
19         {  
20             System.out.println("Dog " + this.Name + " didn't eat " + SomeFood.Name + " !!");  
21         }  
22     }  
23  
24     public String Shout()  
25     {  
26         return "Dog " + this.Name + " Shout: Wang Wang Wang !!!";  
27     }  
28 }
```



```
Pig.java x  
1 package Animals;  
2  
3 public class Pig  
4 {  
5     public String Name;  
6  
7     public Pig(String vname)  
8     {  
9         this.Name = vname;  
10    }  
11  
12     public void Eat(Food SomeFood)  
13     {  
14         if(SomeFood.Name == "cereals")  
15         {  
16             System.out.println("Pig " + this.Name + " eats cereals.");  
17         }  
18         else  
19         {  
20             System.out.println("Pig " + this.Name + " didn't eat " + SomeFood.Name + " !!");  
21         }  
22     }  
23  
24     public String Shout()  
25     {  
26         return "Pig " + this.Name + " Shout: He He He !!!";  
27     }  
28 }
```



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```
Cat.java x
1 package Animals;
2
3 public class Cat
4 {
5     public String Name;
6
7     public Cat(String vname)
8     {
9         this.Name = vname;
10    }
11
12     public void Eat(Food SomeFood)
13     {
14         if(SomeFood.Name == "fish")
15         {
16             System.out.println("Cat " + this.Name + " eats fish;");
17         }
18         else
19         {
20             System.out.println("Cat " + this.Name + " didn't eat " + SomeFood.Name +" !!");
21         }
22     }
23
24     public String Shout()
25     {
26         return "Cat " + this.Name + " Shout: Meow Meow Meow !!!";
27     }
28 }
```



```
Rabbit.java x
1 package Animals;
2
3 public class Rabbit
4 {
5     public String Name;
6
7     public Rabbit(String vname)
8     {
9         this.Name = vname;
10    }
11
12     public void Eat(Food SomeFood)
13     {
14         if(SomeFood.Name == "carrot")
15         {
16             System.out.println("Rabbit " + this.Name + " eats carrot;");
17         }
18         else
19         {
20             System.out.println("Rabbit " + this.Name + " didn't eat " + SomeFood.Name +" !!");
21         }
22     }
23
24     public String Shout()
25     {
26         return "Rabbit " + this.Name + " Shout: Gee Gee Gee !!!";
27     }
28 }
```

