**OOP Lab Exercise 7a**

Before you start:

Create a folder called **lab7** inside your personal **java** folder you created at the start. Save all your work for lab 7 in this folder.

Download the Dog.java and DogTest.java files from Blackboard.

1. Modify the driver program to create a second dog object called myOtherDog. This dog object should have a name called “Fluffy” and a colour “White”. Print the attributes of the myOtherDog object to the screen also.
2. Add a new attribute to the Dog class called breed which will hold the breed of the dog. Adjust the necessary parts of the Dog class to accommodate this. Modify the driver program to populate the breed of the myDog and myOtherDog objects and to print them to the screen.
3. Create another class called Cat. It should have a name, colour and numLives attributes. In the driver program, create a Cat object called myCat with whatever values you wish. Print the cat attributes to the screen.