Write and Test the class called Ship.

Ship will contain the following Data:

Longitude – a double

Latitude – a double

Size Rating– an integer

Weapons Rating– an integer

Fuel Rating– an integer

Crew Experience factor – an integer

Combat Readiness rating – an integer.

The ship will need to have a Default constructor that sets the Default values for a ship.

The ship will need an initialization constructor that can provide data for the size, weapon, and crew experience factors (i.e. 3 parameters).

Default Values are as follows:

Longitude = 26

Latitude = -97

Size Rating = 3

Weapons Rating = 3

Fuel Rating = 100

Crew Experience factor = 0

Combat Readiness Rating = 0

The ship should have the following functions

* void function that resets the Combat Readiness Rating using the following algorithm: Size Rating \* Weapons Rating + Crew Experience factor.
* void function called move that changes(adds to) the Longitude/Latitude based on parameter values and reduces fuel by 10 for every 10 points of longitude/latitude changed. If a ships fuel is < 0 then it cannot have its longitude/latitude modified.
* void print function that prints the ships longitude/latitude and combat readiness rating.
* and int function that returns the combat readiness rating.

The tester should

Create at least 5 ships and put them in an array.

Use a for loop to call the Combat Readiness Rating function on each ship in the array

Print out each ship in the array

Find the ship with the highest combat readiness rating in the array and change that ships longitude by 20 and its latitude by -40.