Exercise – Sea Bear (Proxy design pattern)

Let us assume a species of animal called 'Sea Bear' lives in a zoo. The animal is a bit shy, so to not spook it, access to it is limited.

- Only children will be allowed to pet the bear.
- Only zookeepers will be allowed to feed the bear.
- Everyone will be allowed to view the bear.

To control the access of this rare species, the park has appointed a 'Sea Bear Guard'. He will assess the details of the visitors and controls the sea bear visits as appropriate. We interact with the SeaBear through the following interface:

```
public interface VisitSeaBear
{
  void view(String personType);
  void feed(String personType);
  void pet(String personType);
}
```

Implement a `SeaBear` class, which implements the interface. The methods in `SeaBear` just prints out something appropriate like "Bear is being viewed by Adult", "Bear is being fed by Zookeeper", etc.

Create a `SeaBearGuard` class, which implements the same interface. Through this class, control access to the `SeaBear`.
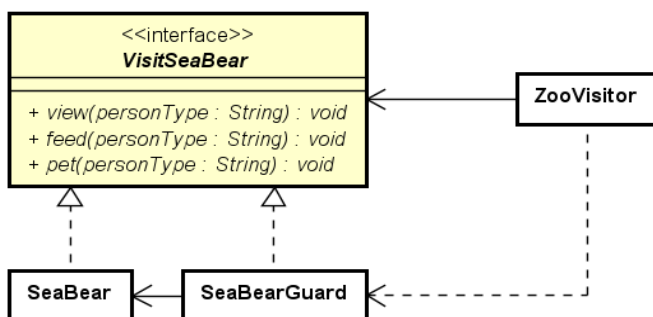
Create a class with a `main` method to test it