Have one getter that takes a parameter that decides which stat you get in return

Have one setter that takes a parameter that decides which stat you edit

Have class Item that is parent of Toy and Food. Then could have had one inventory and trimmed the toy and food classes.

For class player, combine add and remove for pet, food and toy to one each

To run:

Go to directory in terminal, then run via “java -jar name\_of\_program.jar”