

Session_3 Assignment

Continuing on the work done in class, complete the following items:

1. Add an instance method to Mammal called hunt(). The method simply prints “Mammal hunting”. Instantiate a Mammal and call its hunt() method.
2. In the same way, add a hunt() instance method to Siamese. This time print “Siamese hunting”. Instantiate a Siamese and call hunt(). Is this overloading or overriding or polymorphism?
3. Add hunt() to Bobcat and print “Bobcat hunting”. Instantiate a Bobcat and call hunt(). What is this called?
4. Add another hunt() method to Siamese that takes a String argument. Create instance and call hunt() again, this time sending a String argument. What is this called?
5. Read the remainder of Chapter 4.
6. Convert the PlayingCard class to use enums for suit and rank and re-test.
7. Setup your own github account if you don't already have one. Familiarize yourself a bit with web interface
8. Research how to get a random number using java. Write a method that returns an array of 6 random integers between 1 and a user-specified upper limit. Test your method.