Barbie - Reverse Lab

Objective: You’ve been hired as the lead designer for creating Barbies of various styles! Using your knowledge of polymorphism, your job is to create 4 different Barbie designs, ranging from Basic Barbie to Disco Barbie. Here are the specifics on the details:

1. Create a Barbie class called ***Barbie*** that has:
   1. 4 private instance variables
      1. A String called ***Name***
      2. A String called ***HairStyle***
      3. A String called ***Clothing***
      4. A String called ***Shoes***
   2. A constructor with parameters for ***Name***, ***HairStyle, Clothing, Shoes***
      1. Initialize your private variables
   3. Create getter and setter methods for each of the private variables
   4. A toString() method that returns:
      1. “Barbie “ + ***Name*** + “ has “ + ***HairStyle*** + “ hair and is wearing a “ + ***Clothing*** + “ with “ + ***Shoes*** + “ shoes.”
2. Create another Barbie class called ***Beach\_Barbie*** that extends the ***Barbie*** class and has:
   1. 2 private instance variables
      1. A String called ***Hat***
      2. A String called ***Sunglasses***
   2. A constructor with parameters for ***Name, HairStyle, Clothing, Shoes, Hat, Sunglasses***
      1. Use super() to pass the parent variables to ***Barbie***
      2. Initialize your private variables
   3. Create getter and setter methods for each of the private variables
   4. Override the toString() method that now returns:
      1. “Barbie “ + ***Name*** + “ has “ + ***HairStyle*** + “ hair and is wearing a “ + ***Hat*** + “ hat, a “ + ***Clothing*** + “, with “ + ***Shoes*** + “ shoes “ + “ and ” + ***Sunglasses*** + “ sunglasses.“
3. Create another Barbie class called ***City\_Barbie*** that extends the ***Barbie*** class and has:
   1. 1 private instance variable:
      1. A String called ***Job***
   2. Constructor that takes in ***name*, *HairStyle*, *Clothing*, *Shoes*, *Job***
      1. Use super() to pass the parent variables to ***Barbie***
      2. Initialize your private variables
   3. Create getter and setter methods for each of the private variables
   4. Override the toString() method that now returns:

“Barbie “ + ***Name*** + “ has “ + ***HairStyle*** + “ hair and is wearing a ” + ***Clothing*** + “. She works as a “ + ***Job*** + “ in the city.”

1. Create another Barbie class called ***My\_Barbie*** that extends the ***Barbie*** class and has:
   1. 2 private instance variable:
      1. Your own choices
   2. Constructor that takes in ***name, HairStyle, Clothing, Shoes, Job*,** and **2 variables you want to pass in** 
      1. Use super() to pass the parent variables to ***Barbie***
      2. Initialize your private variables
   3. Create getter and setter methods for each of the private variables
   4. Override the toString() method that returns whatever you want
2. In your main class:
   1. Create a basic ***Barbie*** object (you pick the name of the obj) and pass in these parameters;
      1. “Rachel”, “straight blonde”, “pink dress”, “high heeled”
   2. Create a ***Beach\_Barbie*** object (you pick the name of the obj) and pass in these parameters:
      1. “Mariposa”, “curly blonde”, “pink bathing suit”, “sandal”, “bucket”, “Gucci”
   3. Create a ***City\_Barbie*** object (you pick the name of the obj) and pass in these parameters:
      1. “Midge”, “wavy brunette”, “checkered pink suit”, “dress”, “fashion designer”
   4. Create a ***My\_Barbie*** (you pick the name of the obj) object and pass in whatever parameters you like
   5. Print out each of the objects listed above