#### **Grub**

* Create a Grub class, in pseudoclassical style, with:
  + an age property that is set to 0
  + a color property that is set to pink
  + a food property that is set to jelly
  + an eat method

#### **Bee**

* Create a Bee class, in pseudoclassical style, with:
  + call the Grub superclass
  + set the prototype
  + set the constructor
  + an age property that is set to 5
  + a color property that is set to yellow
  + a food property that is inherited from grub
  + an eat method that is inherited from grub
  + a job property that is set to keep on growing

#### **HoneyMakerBee**

* Create a HoneyMakerBee class, in pseudoclassical style, with:
  + call the Bee superclass
  + set the prototype
  + set the constructor
  + an age property that is set to 10
  + a job property that is set to make honey
  + a color property inherited from bee that is set to yellow
  + a food property that is inherited from grub
  + an eat method that is inherited from grub
  + a honeyPot property that is set to 0
  + a makeHoney method that adds 1 to that honeyBee\'s honeyPot
  + a giveHoney method that subtracts 1 from that honeyBee\'s honeyPot

#### **ForagerBee**

* Create a ForagerBee class, in pseudoclassical style, with:
  + call the Bee superclass
  + set the prototype
  + set the constructor
  + an age property that is set to 10
  + a job property that is set to find pollen
  + a color property inherited from bee that is set to yellow
  + a food property that is inherited from grub
  + an eat method that is inherited from grub
  + a canFly property that is set true
  + a treasureChest property that is set to an empty array []
  + a forage method that allows the bee to add a treasure to the treasureChest

#### **RetiredForagerBee**

* Create a RetiredForagerBee class, in pseudoclassical style, with:
  + call the ForagerBee superclass
  + set the prototype
  + set the constructor
  + an age property that is set to 40
  + a job property that is set to gamble
  + a canFly property that is set to false
  + a color property that is set to grey
  + a forage method that returns "I am too old, let me play cards instead"
  + a food property that is inherited from grub
  + an eat method that is inherited from grub
  + a treasureChest property inherited from ForagerBee that is set to an empty array []
  + an always winning gamble method that allows the bee to add a treasureto the treasureChest