Homework Week 3

This is a continuation of week 2 homework. All the steps can be done in Executor.java class in com.yearup.week2.homework.

Part 1:
1) Create an anonymous class called CelestialObject. This should implement an interface with the same name and one method to displayCelestialobject().
2) Override the method and display "Comet is a celestial object".

Part 2:
1) Create a static class which has one method to display the text "Your planet belongs to Milky way galaxy."

Part 3:
1) Create an Enum class called PlanetName with all planet names and number of moons. Mercury, Earth, Mars, Jupiter, Uranus, Neptune,

Planet	Moons
Mercury	0
Venus	0
Earth	1
Mars	2
Jupiter	80
Saturn	83
Uranus	27
Neptune	14

2) Create a method which returns the number of moons as integer and accepts the planet name as string.
3) Create a method in Executor class which checks the input planet name by the user against the enum planet names and displays number of moons returned by Enum class. (tip: use a for loop to check the user planet against all planet names.)