**Foxes & Rabbits**

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**12.48:**

Yes, like previous methods of canBreed() and incrementAge(), we can move breed() into the Animal class. When we do so, we also need to implement 2 abstract methods, getBreedingProbability() and getMaxLitterSize(), along with creating a random number generator.

**12.49:**

I set all the methods in Animal to *protected*, since they should only be interacting with subclasses of Animal. The exceptions to this are act() and the constructor, which are set to *public* because they have to interact outside of the Animal class structure, such as the Simulator class.

**12.50:**

When implementing these changes, we did not have to change anything outside of Animal, Fox and Rabbit. The actual Simulator class remained unchanged. This implies that the code is highly encapsulated and has low coupling. It is highly encapsulated because all of the data inside of the Animal class is accessed with a single method, act(). The code also has low coupling, since the Animal class and its subclasses are very independent from the Simulator class.