**Lab 1 OOP JAVA**

To compile and run the Java code in the src folder, you should type:

cd java

javac src/ie/tudublin/\*.java -d bin

java -cp bin ie.tudublin.Main

You should see

Hello world

Misty

TopCat

Garfield

Garfield

On the terminal. If you do, then congratulations! You have successfully compiled and run your first Java program using the command line tools. Now create a branch to store your changes today. Best not to modify the master branch so you can keep it up to date with my changes:

git checkout -b lab1

Use an editor (like Visual Studio code or notepad++) to open up the files in the folder src/ie/tudublin and study them to see if you can figure out what's happening. Modify the code as follows:

* Make a private int field on the Cat class called numLives.
* Write public accessors for the field (see how I did this for the name field on the Animal class)
* Set the value of this field to 9 in the Cat constructor
* Write a method (functions are called methods in Java) on the Cat class called kill. It should subtract 1 from numLives if numLives is > 0 and print the message "Ouch!". If numLives is 0, you should just print the message "Dead"
* Create a new instance of the Cat class like this

Cat ginger = new Cat("Ginger");

* In the Main class in a loop, call kill on ginger until ginger is dead.
* Compile and run your program until you have no bugs and you get the desired output.

Commit and push your changes:

git add .

git commit -m "killing the cat"

git push --set-upstream origin lab1

The "--set-upstream origin lab1" option is only required the first time you commit onto a new branch. After that you can just type "git push"

**Output:**

