

Estimated time: 15 min

Expected result: 2 files Friut.java and Main.java

Write **Fruit** class (in separate file) with appropriate private fields:

- name(String),
 - weight(double/float),
 - country(String),
 - seeds(int)
- Remember about the special methods that allow you to access a private field from another class.

Define constructors:

- with no parameters,
- setting only String fields,
- setting all fields.

The class should also contain methods:

- eatFruit - reducing the weight (weight cannot be less than 0.0),
- removeSeeds - removing seeds (after removal there must be no fewer than 0 seeds),
- showAllInfo - displaying all the current information about the fruit.

Test the class in the main method:

- create some(at least 3) objects - fruits,
- call the appropriate methods on each object.