```
package club.westcs.biome;
3 public class Prey extends Animal{
      //Attributes
         public static int preyPopulation = 0;
6
8
      //Constructor
         public Prey() {
    super(); // calls the constructor of the parent class
90
10
             preyPopulation++;
11
12
13
149
      @Override
      15
16
17
18
                 if(rand.nextBoolean()) { // birth rate
19
                    return new Prey();
20
             }
21
22
23
          return null;
      }
24
25
26
270
      @Override
      public Animal life(Animal other, int food) {
28
         setHunger(food);
setLifeSpan();
29
30
         stillAlive();
if(this.alive == false) {
31
32
             preyPopulation--;
33
34
             return null;
35
36
          return baby(other);
37
      }
38
39
40
41
42
43 }
44
```