Programming

OOP
classes, properties, setters and
getters and methods

http://www.youtube.com/watch?v=jofNR_WkoCE

Using OOP - code this !

Dog goes WOOF
Cat goes MEOW
Bird goes TWEET
Mouse goes SQUEAK
But there's one sound that no one knows...
WHAT DOES THE FOX SAY?
Ring-ding-ding-ding-dingeringeding!
Ring-ding-ding-ding-dingeringeding!
Ring-ding-ding-ding-dingeringeding!

Big BLUE eyes
POINTY nose
TINY paws
your fur is RED
WHAT DOES THE FOX SAY?
Ring-ding-ding-ding-dingeringeding!
Ring-ding-ding-ding-dingeringeding!
Ring-ding-ding-ding-dingeringeding!

Design of program

- Create an **Animal** class

Animal
- name : String - noise : String - eyeColour : String - noseType : String - pawSize : String - furColour : String
+ makeNoise ()

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RunLyrics class

- Create a class named **RunLyrics.java**
- In the Main method … create the Dog, Cat, Bird, Mouse and Fox objects from the Animal class then using the **setter** methods add the appropriate details e.g.

```java
// create the dog
Animal dog = new Animal();
dog.setName("Dog");
dog.setNoise("WOOF");
```

RunLyrics class

- Now output the lyrics to screen using the appropriate animal objects and methods (getters and methods)

```java
// output lyrics
System.out.print(dog.getName());
System.out.print(" goes ");
dog.makeNoise();
```