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Cat Object!

Code:

Cat class:

1 public class Cat {  
 2 private String name;  
 3 private int lives = 9;   
 4 private boolean sleep = true;  
 5 public Cat(String name) {  
 6 this.name = name;  
 7 }  
 8   
 9 public int getLives() {  
10 return lives;  
11 }  
12 public void kill() {  
13 if (lives != 0)  
14 lives = lives - 1;  
15 }  
16 public void superKill() {  
17 lives = 0;  
18 }  
19 public void nudge() {  
20 sleep = !sleep;   
21 }  
22 public String toString() {  
23 if (lives != 0)   
24 if (sleep)  
25 return name + " has " + lives + " lives and is asleep";  
26 else   
27 return name + " has " + lives + " lives and is awake";  
28 } else {  
29 return name + " is dead...";  
30 }  
31 }  
32 }

Cat driver:

1 public class CatDriver {  
 2   
 3 public static void main (String[] args) {  
 4   
 5 Cat kitty = new Cat("Missy");  
 6 System.out.println(kitty);  
 7 kitty.kill();  
 8 kitty.nudge();  
 9 System.out.println(kitty);  
10   
11 System.out.println();  
12   
13 Cat cat2 = new Cat("Garfield");  
14 System.out.println(cat2);  
15 cat2.superKill();   
16 System.out.println(cat2);  
17   
18 }  
19 }

Output:

----jGRASP exec: java CatDriver

Missy has 9 lives and is asleep

Missy has 8 lives and is awake

Garfield has 9 lives and is asleep

Garfield is dead...

----jGRASP: operation complete.