Bee

A Bee collects honey and eats it to fly.

Properties

- static: number of Bees total
- int energy – a Bee needs energy to fly!
- int honey – how much honey a Bee currently is carrying
- int carryLimit – how much honey a Bee can carry at once
- int distanceFlown – how far a Bee has flown

Constructors

- Bee(): energy 0, honey 0, carryLimit 10, distanceFlown 0
- Bee(carryLimit) should set the carryLimit, and is default otherwise

Methods

Public

- toString() should return a String of the following format:
  - "Bee | Energy: energy, Honey: honey/carryLimit"
  - Example: "Bee | Energy: 3, Honey: 5/10"
- Appropriate getters and setters
- The following methods will return whether or not they were successful
  - eat(int amtHoney) will eat some of the carried honey and add that to energy
  - collect(int amtHoney) will add to the amount of honey stored up to the limit
  - fly(int distance) will increase distanceFlown, but only if the Bee has enough energy
    - the Bee uses 1 energy for each unit of distance flown

Private

- validateHoney(int honey) will return whether honey is between 0 and carryLimit