

Turkey

A Turkey will eat food when it's hungry and grow heavier.

Fields

- Weight (in pounds)
- isHungry: whether the Turkey is hungry or not

Constructor

- Turkey() weighs 10 pounds and is hungry.
- Turkey(weight, isHungry) makes a Turkey accordingly.

Methods

- toString(): "Turkey: {weight}lbs, {isHungry}"
 - example: "Turkey: 10lbs, true"
- Appropriate getters and setters
 - Write a comment quickly justifying why you included / didn't include each method
- eat(amount of food)
 - If the Turkey is hungry, then it'll add the amount of food it eats to its weight
 - Otherwise it doesn't eat
 - If the Turkey eats, then it is no longer hungry
- exercise()
 - Reduces weight by 0.5lb
 - Makes the Turkey hungry

Rubric (Out of 10)

- + 2: Your instance variables keep track of the right things.
- + 2: You have two constructors that work as specified.
- + 1: Your toString() returns the correct String.
- + 2: You wrote getters and setters and justified why.
- + 2: eat() works correctly.
- + 1: exercise() works correctly.