**Lab 08 A**

Create a new class that is an animal of your choice. Make that animal object have 3 attributes and 3 behaviors. Have one of those behavior methods return a value. Create another class with a main method to create 3 instances of that animal object.

The instructions are not too specific to allow for creativity. This forces you to think about what real-world examples can be structured in a programmatic way, which I believe is important for understanding object and class structure. As long as your lab results follow the instructions, you will have fulfilled the purpose of this lab.