package mamun2;

import java.util.Scanner;

//CLASS

public class Main {

// MAIN METHOD, not class , below)

public static void main(String[] args) {

// System.out.println("Enter Your Favorite IntegerNumber: ");

Animal Pet1 = new Animal(4,"Black");

int XX = Pet1.getLegs();

String YY = Pet1.getColor();

System.out.println("Pet1 Legs: " + XX);

System.out.println("Pet1 Color: " + YY);

Pet1.setLegs(2);

int XN = Pet1.getLegs();

System.out.println("NEW Pet1 Legs: " + XN);

Pet1.setColor("White");

String YN = Pet1.getColor();

System.out.println("NEW Pet1 Color: " + YN);

} // end of method main

} // end of class MAIN

//\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

//Start of class Anirmal

package mamun2;

public class Animal {

public int legs = 0;

public String color = "Undefined";

//Getter: How Many Legs

public int getLegs() {

return this.legs;

}

//Getter: Color

public String getColor() {

return this.color;

}

// Setter: # of Legs

public void setLegs(int newLegsvalue){

this.legs = newLegsvalue;

}

// Setter Color

public void setColor(String newColorvalue){

this.color = newColorvalue;

}

//constructor

public Animal(int l, String cl ) {

legs = l;

color = cl;

}

}