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Dog.java

```
public class Dog{

	//create private instance variables
	private int size;
	private String name;
	private String breed;

	//create constructor method, initializing the instance variables
	public Dog(){
		size = 0;
		name = "Unassigned";
		breed = "Unassigned";
	}

	//create methods for getting the size and setting the size
	public int getSize(){
		return size;
	}

	public void setSize(int size){
		this.size = size;
	}
```

```
	//methods for getting and setting name
	public String getName(){
		return name;
	}

	public void setName(String name){
		this.name = name;
	}

	//methods for getting and setting breed
	public String getBreed(){
		return breed;
	}

	public void setBreed(String breed){
		this.breed = breed;
	}

	//bark method. Print out woof
	public void bark(){
		System.out.println("Woof Woof");
	}
}
```

DogTest.java

```
public class DogTest{
	//create main method
	public static void main(String[] args){
		//create new dog object
		Dog dog = new Dog();

		//print out initialized instance variables, size, name, breed
		//using get methods as they are private
		System.out.println("Initialized Size:\t"+dog.getSize());
		System.out.println("Initialized Name:\t"+dog.getName());
		System.out.println("Initialized Breed:\t"+dog.getBreed());

		//Call methods to set the size, name, and breed using
		//set methods since they are private
		dog.setSize(2);
		dog.setName("Coco");
		dog.setBreed("Husky");

		//print out final instance variables, using get methods
		//since they are private
		System.out.println("\nFinal Size:\t\t"+dog.getSize());
		System.out.println("Final Name:\t\t"+dog.getName());
		System.out.println("Final Breed:\t\t"+dog.getBreed());

		//call bark method
```

```
        dog.bark();
    }
}
```

```
D:\Users\marti\Files\Programming\Java\OOP1\Assignment3>java  DogTest
Initialized Size:       0
Initialized Name:       Unassigned
Initialized Breed:      Unassigned

Final Size:             2
Final Name:             Coco
Final Breed:            Husky
Woof Woof
```

NumberValidator.java

```
//import Scanner utility for inputs
import java.util.Scanner;


public class NumberValidator{
    //create main method
    public static void main(String[] args){
        //create new scanner object
        Scanner scan = new Scanner(System.in);


        //create boolean to check if input is valid. default to false
        boolean ValidInput = false;
        //set number to 0 as default
        int number = 0;
        //while loop using the above boolean
        while(ValidInput==false){
            System.out.println("Enter a number between 1 and 10: ");
            //Scan next integer input
```

```
                number = scan.nextInt();
                //if it is between 1 and 10, boolean switch to true. exit loop
                if(number<=10 && number >=1){
                        ValidInput = true;
                }
        }
        //print number
        System.out.println("Validated Input: "+number);
    }
}
```

```
Enter a number between 1 and 10:
18
Enter a number between 1 and 10:
-5
Enter a number between 1 and 10:
10
Validated Input: 10
```