MyWorld

showText("Score: " + a.getScore() + " Lives: " + a.getLives(), 10, 30, Color.BLACK);

Cat

private int score;

private int lives;

Cat()

score = 0;

lives =2;

public void increaseScore (int amount){

score += amount;

updateText();

}

public int getScore(){

return score;

}

public int getLives(){

return lives;

}

public void decreaseLives(int amount){

lives -= amount;

updateText();

}

private void updateText(){

World w = getWorld();

w.removeText(10,30);

w.showText("Score: " + score + " Lives: " + lives, 10,30,Color.BLACK);

}