Lab 03
Section A
March, 02 2020

1) Write a class definition to model an animal. An animal has the following characteristics which are of interest: *specie, colour, numFeet* and *wings*. The specie and colour are Strings while the number of feet is an integer in the range 2 – 4. Wings is a Boolean variable. The class requires a constructor to initialise each of these variables. The class also requires methods to **set** the specie, the colour and the number of feet and methods to **get** the specie, colour and number of feet. Include validation in the setNumFeet() method that only allows a number of feet in the permitted range to be set.

2) Now, write a client class, AnimalTest.java, that:

    a) Instantiates 3 animal objects with the following attributes

Object	Specie	Color	numFeet	Wings
cat	Cat	Grey	4	False
crow	Bird	Black	2	True
dog	Dog	White	4	False

    b) Displays the detail of the animals created.