**Lab 7-1 Encapsulation 2**

1. Nerf Gun: construct the NerfGun class by using the encapsulation.

Nerf blaster is a toy gun that shoots foam-like material. Your task is to create a program to simulate the behavior of the Nerf gun. All of the gun is labeled by the manufacturing order. Each gun has the same chamber size, the maximum number of the ammunition that can be loaded into the gun. The chamber size is 15. The ammunition can be reloaded into the gun. Moreover, you can set the initial number of ammunition in the gun.

Given the following MainApplication source code,(Do not change the code)

public class MainApplication {

public static void main(String[] args) {

NerfGun gun1 = new NerfGun();

gun1.fire();

gun1.reload(15);

gun1.fire();

gun1.fire();

gun1.displayNumOfAmmunition();

gun1.reload(2);

gun1.displayNumOfAmmunition();

gun1.displayGunID();

NerfGun gun2 = new NerfGun(15);

gun2.displayGunID();

gun2.fire();

gun2.displayNumOfAmmunition();

gun2.reload(2);

gun2.displayNumOfAmmunition();

}

}

The result of program

