1. Open the file Enemy.java from Practical 5D. Add a `toString()` method. Overload each of the move methods so that the Enemy can move that distance in that direction. For example, the following lines of code would allow the Enemy to move 10 steps left and then 25 steps left:

```
// instantiate an Enemy object called ghost
Enemy ghost = new Enemy();

      // call get methods to see position
System.out.print("Starting position: ");
System.out.println(ghost);

// call various move methods
ghost.moveLeft();
ghost.moveLeft(25);
```

2. The following is a `toString()` method for a `Customer` class. Based on this, write the full class. The class should have one constructor which takes input parameters for all three instance variables. The class should also have an `equals()` method. Write a basic tester class to call each of your methods.

```
public String toString()
{
   return "Customer number " + customerNumber
      + " Customer name " + customerName
      + " Creditlimit " + creditLimit;
}
```

3. Write a class representing a Song. Each Song has an artist, a title, a year, and a duration in seconds. When created, values should be specified for each of its instance variables. The Song class should include accessor methods for each instance variable, as well as `toString()` and `equals()` methods.

   - Draw a UML class diagram for the Song class. Ask your lecturer to check this before proceeding.
   - Implement the Song class as per your UML diagram
   - Write a tester class which calls all the methods defined in the Song class.