***Directions**: Create a project or package named Java-exercises. Within that, create a class file for each class and test it using a `main()` method. Sample Java main method follows:*

```
Public static void main(String[] args) {
}
```

Contact Class

1. Define a class called `Contact` containing the following attributes:
    a. Attributes:
        i. `name`
        ii. `gender`
        iii. `dateOfBirth`
        iv. `phoneNumber`
    b. Place some realistic values in the above attributes.

Dog Class

2. Define a class called Dog containing the following attributes:
    a. Attributes:
        i. `age`
        ii. `species`
        iii. `numberOfLegs`
    b. Place some realistic values in the above attributes.

Creature Class

3. Define a class called `Creature` with the following attributes:
    a. Attributes:
        i. `isWarmBlooded`
        ii. `weight`
        iii. `age`
        iv. `gender`
    b. Place some realistic values in the above attributes.
    c. Define a `breathe` method that returns the following string:
        i. "The creature breathes"

Enemy Class

4. Create a class called `Enemy` with the following attributes:
    a. Attributes:
        i. `name = "Goblin"`
        ii. `health = 10`
    b. Create a method called `decreaseHealth()` that takes in a parameter amount and decreases the health by that much. Inside that method, print that the "enemy died" if health goes below zero.

Testing

5. Instantiate an object from each the above classes.
6. Modify one variable of each of the objects instantiated in the previous step.
7. Print the variables changed in the step above.
8. Call the breathe method of the `Creature` object instance and print the returned value.
9. Call the `decreaseHealth()` method of the `Enemy` object instance:
    i. Print the value of the `health` attribute.
    ii. Call `decreaseHealth()` to modify the health attribute.
    iii. Print the value of the `health` attribute again.