***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:
   1. Attributes:
      1. name
      2. gender
      3. dateOfBirth
      4. phoneNumber
   2. Place some realistic values in the above attributes.

**Dog Class**

1. Define a class called Dog containing the following attributes:
   1. Attributes:
      1. age
      2. species
      3. numberOfLegs
   2. Place some realistic values in the above attributes.

**Creature Class**

1. Define a class called Creature with the following attributes:
   1. Attributes:
      1. isWarmBlooded
      2. weight
      3. age
      4. gender
   2. Place some realistic values in the above attributes.
   3. Define a breathe method that returns the following string:
      1. “The creature breathes”

**Enemy Class**

1. Create a class called Enemy with the following attributes:
   1. Attributes:
      1. name = “Goblin”
      2. health = 10
   2. 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**

1. Instantiate an object from each the above classes.
2. Modify one variable of each of the objects instantiated in the previous step.
3. Print the variables changed in the step above.
4. Call the breathe method of the Creature object instance and print the returned value.
5. Call the decreaseHealth()method of the Enemy object instance:
   * 1. Print the value of the health attribute.
     2. Call decreaseHealth() to modify the health attribute.
     3. Print the value of the health attribute again.