Chapter 7 Labs

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Lab 1

❑Create a class Person, which has some methods
+Person(name:String)
+ask(question:boolean):boolean
+whoami():String
when you "ask" a person with a boolean
expression (e.g. 5>2) , it will return the truth (*true*
in this case), and whoami function will return the
name of this person.

Lab 1

❑ Create another class Badguy extends Person, a bayguy is all the same to a person, except when you "ask" to a badguy, it will tell the opposite result (*false* in this case)

❑ And another class Idiot extends Person, an idiot doesn't care what you ask, the result is always random.

❑ Write a main function by yourself to make sure all methods work correctly.