Module 1 Week 3 Review In Class Fall Exercise
HalloweenMonster(s)

1. Create an abstract class called HalloweenMonster (HM)
    a. An HM will have 6 private member variables
        i. A human name
        ii. A monster name
        iii. An age default value 10
        iv. A scariness rating from 0 -10 inclusive
        v. A scary phrase
        vi. A string describing a trick they perform
    b. An HM will have a default constructor
        i. Human name is set to “Some kid”
        ii. Scariness is set to 0
    c. An HM with have 1 abstract method
        i. The method will be called “performHalloweenAct”
            1. No parameters
            2. Returns String

2. Create two interfaces
    a. Scary
        i. One method named “scare” that returns a string
    b. Tricky
        i. One method named “trick” that returns a string
3. Have Halloween Monster Implement the interfaces

4. Create 3 unique concrete subclasses of specific types of HalloweenMonsters
    a. Each subclass will be named with their proper monster name
        i. I.e. Mummy, ghost, ghoul, zombie, etc.
    b. Monsters will be of your choosing
    c. Create a default constructor
    d. Create an overload constructor that accepts parameters to set their private members
    e. Ensure that they properly extend the HM superclass
    f. Define implementations of each interface as follows
        i. Scare
            1. Prints their scary phrase
            2. Returns their phrase
        ii. Trick
            1. Prints their trick
            2. Returns their trick
    g. performHalloweenAct will …
        i. Return “Meh” if scariness is 0
        ii. Return their trick description if scariness is 1-5

            1. DRY is there a method to do this already?
        iii. Return their scary phrase if scariness is 6-10
            1. DRY is there a method to do this already?

5. Create an application class named Halloween
    a. In public static void main…
        i. Declare and initialize 5 Monsters using a mix of the concrete monsters
        ii. Create a collection containing each of the 5 monsters
        iii. Iterate through the monsters using a loop to print out “knock, knock” followed by each monster’s scary phrase
        iv. Iterate through the monsters against using a different type of loop
            1. Have the monster knock on your door (System out println)
            2. Have the monster say Boo! And perform their halloween act