

115

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Inner classes → Pumpkin and candle

Medium

⌚ 3 minutes

?

The logic is easy: if pumpkin is for Halloween, then you need to add a candle.

Inside an outer class `Pumpkin` create method `void addCandle` without parameters, that will do the following logic:

- if a field `forHalloween` is true then create a new instance of `Candle` and call method `burning()` .;
- if not, print the `We don't need a candle.`

Please, don't use `private` access modifier.

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Java

```
1 class Pumpkin {
2
3     private boolean forHalloween;
4
5     public Pumpkin(boolean forHalloween) {
6         this.forHalloween = forHalloween;
7     }
8
9     // create method addCandle()
10    void addCandle() {
11        if (forHalloween) {
12            new Candle().burning();
13        } else {
14            System.out.println("We don't need a candle.");
15        }
16    }
17
18    class Candle {
19
20        void burning() {
21            System.out.println("The candle is burning! Boooooo!");
22        }
23    }
24 }
25
```

✓ Correct.

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AM

[Abdo Mostafa](#)[6 days ago](#)

Java

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✓ Correct.

[Reply](#)[Report](#)[Miguel Afonso Caetano](#)[6 days ago](#)

Java

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9     // create method addCandle()
10    public void addCandle() {
11        if (forHalloween) {
12            Candle candle = new Candle();
13            candle.burning();
14        } else {
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24    }
25 }
26
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✓ Correct.

 [Reply](#) [Report](#) [Peter Kutchen](#)[10 days ago](#)

Java

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 [Reply](#) [Report](#) [Irina Khromova](#)[12 days ago](#)

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