

CMP 326 - Fall 2014 - Practice Quiz 4 Name: _____

1) Fill in the blanks with the names of the parts of the code below. Be specific.

```
public class Cat {
    private String name;
    private int age;
    private double weight;
    private boolean awake;

    public Cat() {
        name = "";
        age = 0;
        weight = 0;
        awake = false;
    }

    public Cat(String newName) {
        name = newName;
        age = 0;
        weight = 0;
        awake = false;
    }

    public String wakeUp() {
        String state = "";
        if ( awake ) {
            state = "Already awake!";
        } else {
            state = "Now awake!";
            awake = true;
        }
        return state;
    }
}
```

2a) Write a constructor that takes in a name, age, and weight for the `Cat` object, and sets the instance variables to these values. The instance variable `awake` should be set to `false`.

b) Write a piece of code that creates a `Cat` instance with the name "Fluffy", with the age 5, and with the weight 13.2.

c) Write a mutator (setter) method for the instance variable `weight`. If the user enters a negative number, `weight` should not be changed.