



- To your Dog class, add the ability for the dog to have some amount of energy (an int). The dog's energy can never go below zero.
- Edit toString() so it displays energy as well.
- Add a getter and a setter called getEnergy() and setEnergy(int newEnergy). Test your code.
- Add a method for the dog to playFetch(). Playing fetch tires the dog out, so it lowers the dog's energy by 1. Test your code.
- Add a method for the dog to sleep for a certain number of hours. The dog's energy should be raised proportionally to the number of hours it sleeps. Test your code.
- Bonus: add a method called playWith(Dog friend) to allow a dog to play with another dog. Playing with another dog lowers both dog's energies. Test your code.