

Example Animal Class w/ Two CONSTRUCTORS DEFINED

```
public class Animal
{
    // Instance variables declared at the top of the class file
    private String nameOfAnimal;
    private int numberOfLegs;
    private boolean canFly;

    // No-args constructor to initialize the instance data to default values
    public Animal()
    {
        nameOfAnimal = "None";
        numberOfLegs = 4;
        canFly = false;
    }

    // Constructor definition for customizing the instance data
    public Animal(String name, int numL, boolean fly)
    {
        nameOfAnimal = name;
        numberOfLegs = numL;
        canFly = fly;
    }

    // Sample accessor method for accessing the name of the animal
    public String getName()
    {
        return nameOfAnimal;
    }

    // Sample mutator method for changing the number of legs on the animal
    public void changeNumberOfLegs(int numL) {

        numberOfLegs = numL;
    }

    /* You would need four more methods here. Two methods for mutating the name
of
    * the animal and whether it can fly, and two methods for accessing that
    * private data
    */
}
```