

1. Mark which of the **bold** lines below would be allowed (check mark) by Java's encapsulation system.

```
public class X {
    public    int a;
    private  int b;
    protected int c;
    public static int d;

    private  int func1() {...}
    protected int func2() {...}
    public    int func3() {...}
}
```

```
public class Y extends X{
    public int m;
    public void func4() {
        m = func1();
        m = func2();
        m = a;
        m = b;
        m = c;
        m = d;
    }
}
```

// Assume the code below is in the main function in another class Z

```
int var;
var = X.a;
var = X.b;
var = X.c;
var = X.d;
var = X.m;
```

```
X x1 = new X();
var = x1.a;           x1.func1();
var = x1.b;           x1.func2();
var = x1.c;           x1.func3();
var = x1.d;           x1.func4();
var = x1.m;
```

```
Y y1 = new Y();
var = y1.a;           y1.func1();
var = y1.b;           y1.func2();
var = y1.c;           y1.func3();
var = y1.d;           y1.func4();
var = y1.m;
```

**2. Write a program to:**

- Store two types of pets---cats and dogs
  - When you create a pet, the constructor takes a name. Cats also take a number of lives remaining.
  - All pets have a printName() function that prints the name
  - All pets have a makeNoise() function
    - Cats: "NAME says meow" and dogs: "NAME says woof"
- Your main method should:
  - Create a single array with two dogs named Fido and Spot, and three cats named Fluffy, Mowzer, and Pig
  - Print the names of all the pets
  - Call the makeNoise function on the first dog and second cat
- Use good OOP practices!

Write your program in <https://repl.it/@twood02/petsQuiz> and then paste it into a "**SECRET** Gist" at [gist.github.com](https://gist.github.com) using this info:

Description: Pets Quiz

File Name: Pets.java