

```

/**
 * Dominguez
 */
public class Kritter
{
    private String name;
    private boolean male; //true if male
    private int age;

    public Kritter()
    {
        name = "thor";
        male = true;
        age = 15;
    }

    public Kritter( String n, boolean g, int a )
    {
        name = n;
        male = g;
        age = a;
    }

    public void setName( String n )
    { name = n; }

    public String getName()
    { return name; }

    public void setAge( int ag )
    { age = ag; }

    public void friendOrFoe( int r, boolean male, String n )
    {
        String newAcquaintance;
        if( r == 1 ) newAcquaintance = "friend";
        else newAcquaintance = "enemy";

        if( newAcquaintance.equals("friend") && male)
        { System.out.print("\nCongratulations! " + n + " is your new male friend."); }

        if( newAcquaintance.equals("enemy") && male)
        { System.out.print("\nBummer! " + n + " is your new male enemy."); }

        if( newAcquaintance.equals("friend") && !male)
        { System.out.print("\nCongratulations! " + n + " is your new female friend."); }

        if( newAcquaintance.equals("enemy") && !male)
        { System.out.print("\nBummer! " + n + " is your new female enemy."); }
    }

    public String toString()
    {
        String gender;
        if( male ) gender = "male";
        else gender = "female";
        return ("\n\n" + age + " year old " + name + " is a " + gender + ".");
    }
}

```

```

public class NiceKritter extends Kritter
{
    private int friendIndex;
    private int numberOfFriends;
    private int friendIndexSum;

    public NiceKritter()
    {
        super();
        friendIndex = 0;
        numberOfFriends = 0;
        friendIndexSum = 0;
    }

    public NiceKritter( String n, boolean g, int a, double x )
    {
        super( n, g, a, x );
        friendIndex = 0;
        numberOfFriends = 0;
        friendIndexSum = 0;
    }

    public void addFriend()
    {
        System.out.print("\n\n" + getName() + ". You are adding a friend." +
            "\n" + "Classify your new friend according to the following
            table: " +
            "\n" + "\t" + " 1 casual acquaintance" +
            "\n" + "\t" + " 2 nice person" +
            "\n" + "\t" + " 3 yeah, I could chill with this person" +
            "\n" + "\t" + " 4 very cool dude/dudette" +
            "\n" + "\t" + " 5 amazing individual ==> " );
        int f = SavitchIn.readLineInt();
        resetFriendIndex(f);
        System.out.print("\n" + "Is your new friend male? y/n . . .");
        char h = SavitchIn.readLineNonwhiteChar();
        boolean yy = true;
        if( h == 'n' || h == 'N' ) yy = false;
        System.out.print( "\n" + "What is your new friend's name? " );
        String n = SavitchIn.readLine();
        super.friendOrFoe( 1, yy, n );
    }

    private void resetFriendIndex( int a )
    {
        numberOfFriends++;
        friendIndexSum += a;
        friendIndex = friendIndexSum/numberOfFriends;
    }

    public int getFriendIndex()
    { return friendIndex; }

    public String toString()
    {
        return (super.toString() + "\n\n" + getName() + " has " + numberOfFriends +
            " friends and a friendIndex of " + getFriendIndex() + ".");
    }

    public void friendOrFoe( int r, boolean male, String n )
    { System.out.print("\nabsolutely useless method"); }
}

```

```
public class KritterDriver
{
    public static void main( String args[] )
    {
        NiceKritter bob = new NiceKritter( "bob", true, 17 );
        bob.addFriend();
        bob.addFriend();
        System.out.print(bob);
        System.out.println("\n*****\n");
        Kritter someone = new NiceKritter();
        //the next statement does not compile.
        //Compiler error: cannot find symbol - method addFriend()
        //someone.addFriend();
        NiceKritter it = (NiceKritter)someone;
        it.addFriend();
        System.out.print(it);
        System.out.print(someone);
    }
}
```

OUTPUT

bob. You are adding a friend.

Classify your new friend according to the following table:

- 1 casual acquaintance
- 2 nice person
- 3 yeah, I could chill with this person
- 4 very cool dude/dudette
- 5 amazing individual ==> 4

Is your new friend male? y/n . . .n

What is your new friend's name? jane

Congratulations! jane is your new female friend.

bob. You are adding a friend.

Classify your new friend according to the following table:

- 1 casual acquaintance
- 2 nice person
- 3 yeah, I could chill with this person
- 4 very cool dude/dudette
- 5 amazing individual ==> 2

Is your new friend male? y/n . . .y

What is your new friend's name? sam

Congratulations! sam is your new male friend.

17 year old bob is a male.

bob has 2 friends and a friendIndex of 3.

thor. You are adding a friend.

Classify your new friend according to the following table:

- 1 casual acquaintance
- 2 nice person
- 3 yeah, I could chill with this person
- 4 very cool dude/dudette
- 5 amazing individual ==> 3

Is your new friend male? y/n . . .n

What is your new friend's name? kronk

Congratulations! kronk is your new female friend.

15 year old thor is a male.

thor has 1 friends and a friendIndex of 3.

15 year old thor is a male.

thor has 1 friends and a friendIndex of 3.