

Monkey Business – Practice with Objects and Classes!

Write a `MonkeyRunner` class with a main method in it. You will use the `Monkey` class which is provided on our web site under “video Learning”.

Instantiate a `Monkey` object. Name your monkey “Bob”. The identifier can be anything you like. Using that monkey instance – do the following:

Feed your monkey 3 bananas.

Check if he is hungry.

If he is hungry, feed him 3 more bananas.

Check if he is hungry again.

If he is, feed him 3 more bananas.

If he is not hungry, then give him 2 toys to play with.

Display (means use `System.out.println`) the number of bananas he has eaten and how many toys he has.

Display the monkey's message with his name

Set his message to a cool slogan.

Display his message again, your message should show up!

```
public class MonkeyRunner {
    public static void main(String[] args) {
        Monkey m = new Monkey("Bob");
        m.eatBananas(3);
        if (m.isHungry())
            m.eatBananas(3);
        m.setMessage("CS rocks");
        if (m.isHungry())
            m.eatBananas(3);
        else
            m.addToys(2);
        m.speak();
        System.out.println(m.getName() + " has eaten " +
            m.getNumBananas() + " and has " +
            m.howManyToys() + " toys");
        System.out.println(m.getName());
        m.speak();
    } // end main
} // end MonkeyRunner
```