Programming: Writing Classes Practice Name:

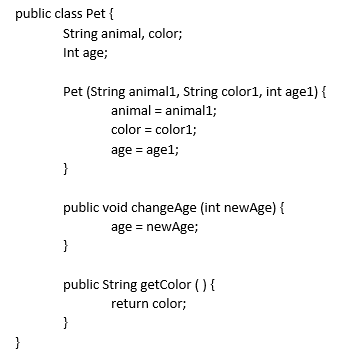
1. Create a heading for a method that takes 2 words and returns the longer of the two. You do not need to create the body of the function. Here’s the format it should be in generically:

Visibility return\_type function\_name (data\_type formal\_parameter, data\_type formal\_parameter…)

1. Create an object of class type Color that is called blue and that holds the contents “H20”. Again, you do not need to create any functions here. The format should follow this generic layout:

Class\_name object\_name = new class\_name(actual\_parameter, actual\_parameter…);

1. Considering the object you created in #2 above, call the function returnContents from that object. Assume the function definition is ***outside*** the program with the main method in it.
2. Below is a class called Pet that has 3 variables, 2 methods, and a constructor.



1. Create an object of the Pet class called myPet with initial variables set t “Dog”, 6, and “Brown”.
2. Call the changeAge method, resetting the age to 7.
3. Use the getColor method to print the color of the Pet object you created in letter a above.