

## Lab Quadriped/Dog

### 1) Complete the class "Quadriped"

```
public class Quadriped {  
    public static final int NUM_FOOT = 4;  
    protected String species;  
    protected int numEye;  
  
    // Default Constructor  
    public Quadriped( ) {  
    }  
  
    // Parameter Constructor  
    public Quadriped(String, int, int) {  
    }  
  
    // getters and setters  
    public blabla  
  
    public blabla  
  
    public blabla  
  
    public void makeSound( ) {  
        System.out.println("No sound.  Silence");  
    }  
}
```

2) Create a class "Dog" which is a subclass of "Quadriped". Overrides the corresponding functions so that the functions in "Dog" class makes more sense. Or, adds more function(s) which make(s) more sense for "Dog" class.