Frog class   Name: _____

Without looking at one of our old repls, write a Frog class.

A Frog has one instance variable, int location.

The Frog constructor does not take any arguments and it sets the location to zero.

Frogs have four methods:

.hop()   moves location forward 1 space
.hop(int n)   moves location forward n spaces
.getLocation() returns the location value
.toString()   returns a text representation of the Frog like this: ….@
                (that's one space up to the location value and then an @ symbol)

Write the complete Frog class here:

Write two lines of code here, the first to create a Frog, and the second to hop it 10 spaces: