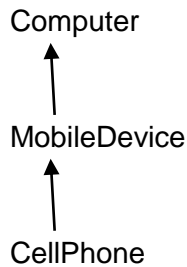


Computer MobileDevice CellPhone assignment

Hierarchy:



Details:

A Computer has a String manufacturer. A Computer has a getManufacturer method. It does not have a toString.

A MobileDevice extends Computer. It has an int chargeLevel. It has a getChargeLevel method. When you create a Mobile you send the manufacturer and then always set the chargeLevel to 100. A MobileDevice does not have a toString method.

A CellPhone extends MobileDevice. It has a String cellCarrier variable (for example ATT, Verizon, etc.). When you create a CellPhone you must send a manufacturer and cellCarrier. A CellPhone has a toString which nicely prints out the CellPhone information including manufacturer, chargeLevel, and carrier.

Test requirements:

After you implement the above hierarchy, write code which does the following:

1. Create a Computer with a fictional manufacturer. Use the getManufacturer() method to print the manufacturer.
2. Create a MobileDevice with a second fictional manufacturer. Use the getManufacturer() and the getChargeLevel() methods to print out its information.
3. Create a CellPhone. Print it. It should look something like this:

```
Cell phone made by Apple, charge at 100, on the Verizon network
```