

Day9 Phone class

Let's together, in class, write a class called Phone.

Create a new repl called Day10 Phone.

Below the Main class, write a complete Phone class as follows:

A Phone object has one attribute: `batteryCharge`, an integer that tracks the battery charge level.

The `batteryCharge` variable goes from 0 to 100, representing no charge (0) to fully charged (100).

The constructor accepts no arguments and sets the charge level to 100.

There are two void methods:

`call()` prints "ring" and lowers the `batteryCharge` variable by 1

`charge()` sets the `batteryCharge` level to 100

Copy this code and paste it into your class so that we can print our Phone objects:

```
public String toString()
{
    return "Charge: "+batteryCharge;
}
```

Checklist:

Your final class has the following

- a private int variable `batteryCharge`
- one constructor that sets `batteryCharge` to 100
- a `call` method that prints "ring" and reduces the charge level by 1
- a `charge` method that sets `batteryCharge` to 100
- a `toString` method

Once you have this, go back up to main, inside of Main, and create a phone. Print it, call it, print it again, charge it, print it again, make sure the output makes sense to you.