

Creating our Cat class!

- To your Cat class, add the ability for the cat to have some amount of energy (an int). The cat's energy can never go below zero.
- Edit toString() so it displays energy as well.
- Add a getter and a setter called getEnergy() and setEnergy(int newEnergy). Test your code.
- Add a method for the cat to play(). Playing fetch tires the cat out, so it lowers the cat's energy by 1. Test your code.
- Add a method for the cat to sleep for a certain number of hours. The cat's energy should be raised proportionally to the number of hours it sleeps. Test your code.
- Bonus: add a method called playWith(Cat friend) to allow a cat to play with another cat. Playing with another cat lowers both cats' energies. Test your code.