

```

package com.company;

public class CartoonCharacter {
    private String Name;
    private String catchPhrase;
    /**
     Constructs a cartoon character object
     */
    public CartoonCharacter() { }
    /**
     Returns the name of the character
     @return Name of the character
     */
    public String GetName (){
        return Name;
    }
    /**
     Returns the catch phrase of the character
     @return catchPhrase of the character
     */
    public String getCatchPhrase (){
        return catchPhrase;
    }
    /**
     Sets the name to the parameter value
     @param newName the name of the character
     */
    public void setName(String newName) {
        Name = newName;
    }
    /**
     Sets the catch phrase to the parameter value
     @param newcatchPhrase the catch phrase of the character
     */
    public void setCatchPhrase(String newcatchPhrase) {
        catchPhrase = newcatchPhrase;
    }
    public void sayCatchPhrase (){
        System.out.println(this.Name + " says " + this.catchPhrase);
    }
}

```

```

package com.company;

public class CartoonApp {
    public static void main(String[] args) {
        CartoonCharacter oneCharacter = new CartoonCharacter();
        oneCharacter.setName("Bart Simpson");
        oneCharacter.setCatchPhrase("Eat my shorts!");
        oneCharacter.sayCatchPhrase();
    }
}

```

```
CartoonCharacter twoCharacter = new CartoonCharacter();
twoCharacter.setName("Yogi Bear");
twoCharacter.setCatchPhrase("I'm smarter than the average bear!");
twoCharacter.sayCatchPhrase();
```

```
CartoonCharacter threeCharacter = new CartoonCharacter();
threeCharacter.setName("Buzz Lightyear");
threeCharacter.setCatchPhrase("To infinity and beyond!");
threeCharacter.sayCatchPhrase();
```

```
CartoonCharacter fourCharacter = new CartoonCharacter();
fourCharacter.setName("Tweety Pie");
fourCharacter.setCatchPhrase("I tought I taw a puddy tat!");
fourCharacter.sayCatchPhrase();
```

```
    }
}
```