

The `Pizza` class models a pizza with a single *topping*, and a given number of *slices*. The topping is given as a `String` parameter in the constructor, and the instance variable `slices` is initialized to 8 during construction. On the left side of this paper, write a class description for `Pizza` with a constructor and three methods: `getTopping()`, `getSliceCount()`, and `eatSlices()`, which takes as an `int` parameter number, the number of pizza slices being eaten. Note that the `eatSlices()` method shouldn't allow for more slices to be eaten than are currently available in the pizza. On the right side, write a `PizzaTester` class that creates a "mushroom" pizza and a "pepperoni" pizza, and demonstrates the methods in the `Pizza` class.

```
public class Pizza
{
    // instance variables

    // constructor

    // methods

}
```

```
public class PizzaTester
{
    public static void main(String[] args)
    {

    }
}
```