

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
    private String topping;
    private int slices;
    // constructor
    public Pizza(String topping)
    {
        this.topping = topping;
        slices = 8;
    }
    // methods
    public String getTopping()
    {
        return topping;
    }
    public int getSliceCount()
    {
        return slices;
    }
    public void eatSlices(int number)
    {
        if (number <= slices)
        {
            slices = slices - number;
        }
        else
        {
            System.out.println("Error - not enough slices!");
        }
    }
}
```

```
public class PizzaTester
```

```
{
    public static void main(String[] args)
    {
        Pizza p1 = new Pizza("mushroom");
        Pizza p2 = new Pizza("pepperoni");
        System.out.println(p1.getTopping());
        System.out.println(p1.getSliceCount());
        System.out.println("Expected mushroom, 8");
        p2.eatSlices(3);
        System.out.println(p2.getSliceCount());
        System.out.println("Expected 5");
        p1.eatSlices(9);
        System.out.println("Expected it wouldn't work.");
        System.out.println(p1.getSliceCount());
        System.out.println("Expected 8");
    }
}
```

(Optional: set `slices = 0` because you ate as many as you could.) Or "0"? If you decided that eating too many slices would consume "as many as you could".