

The Umbrella class models an umbrella that has a *color* and is either *open* or *closed*. The color is given as a `String` parameter in the constructor, and the boolean instance variable `opened` is initialized as `false` during construction. On the left, write a class description for `Umbrella` with a constructor and four methods: `getColor()`, `isOpen()` (which returns `true` or `false`, depending on the state of the umbrella), and `open()` and `close()`, which change the status of the umbrella object.

On the right, write an `UmbrellaTester` class that tests the constructor and every method in the `Umbrella` class.

```
public class Umbrella
{
    // instance variables

    // constructor

    // methods

}
```

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

    }
}
```