Static and non-static Members

Due Date:

This assignment is due Friday, 2018-01-12 at the beginning of lecture.

Persons

- \Rightarrow Implement a Person class that has all of the methods shown in Figure 1.
- ⇒ Implement a PersonTester class whose public static void main() method uses the tests the Person class and simultaneously tells a story.

The allSayHello static member function should cause every currently living person to say hello. The tricky part of this is finding all of the currently living persons. To accomplish this use a static member variable that keeps a "pointer" to some first living Person, that each living person has a pointer to the next living person, and ensure that these variables are updated by appropriate non-static functions.

All fields **must be** private.

The public methods of the Person class must be exactly those described in Figure 1. You may add as many private methods and fields as you see fit.

Here are some things to check.

- Make sure that die() applied to a dead person doesn't cause the population to decrease.
- Make sure that a person's murderer's name prints correctly if the murderer herself is dead.
- Make sure that murdering a person causes them to die.

Method	Meaning
Method	Meaning

attributes	
public Person(String n)	
Creates a living person with name n.	
<pre>public Person murderer()</pre>	
Returns the Person that murdered this person. Returns	
null if this person has not been murdered.	
<pre>public String name()</pre>	
Returns this person's name. Should end with ", deceased"	
if the person is dead.	
<pre>public boolean isAlive()</pre>	
obvious.	
actions	
public void die()	
Causes a person to die. Has no effect on someone already	
dead.	
public void murder(Person victim)	
Causes victim to die, and the murderer to be known to the	
victim.	
<pre>public void sayHello()</pre>	
causes this Person to print "Hello, I'm name." on	
System.out.	
class attributes	
<pre>public static int numberLiving()</pre>	
<pre>public static int numberDead()</pre>	
class actions	
public static void allSayHello()	
causes every living person to say hello as described above.	

Figure 1: Properties and Actions of Persons