

Design and implement a Java class that represents a Minion, as well as a MinionDemo class that creates and uses a few minions. Minions have a *name* and a set *number of eyes*. In addition, minions are each able to “say” a *catch-phrase*.

Requirements:

The Minion class should have:

- Instance variables for the name, number of eyes, and catch-phrase
- A method for “saying” the catchphrase (e.g. using System.out.println)
- Getters and Setters

The MinionDemo program should:

- instantiate three minion objects
- print each minion’s information
- make each minion “say” their catchphrase

Your output should look exactly like this. Highlighted values are the user input.

HW2: Minions Demo

*The first minion is called Kevin, and he has 2 eyes.
The second minion is called Bob, and he has 2 eyes.
The third minion is called Stuart, and he has 1 eye.*

*Kevin’s catchphrase is: BANANA!
Bob’s catchphrase is: BABOI!
Stuart’s catchphrase is: SA LA KA!*

Submission: To be submitted as one .zip file on Blackboard (under Assignments)

- Minion.java
- MinionDemo.java
- Minion UML diagram

The zip file must exactly follow the naming convention: **FirstnameLastname-141-A1.zip**

In addition, each .java file must contain the following information at the top:

```
//Your name
//CS141
//Assignment 1
//Date
```

Due: Monday, April 02, 4.00 PM