

Fill in the missing parts of the Tank class below.

```
public class Tank
{
    // ***** constructors
    // default constructor
    public Tank()
    {

    }

    // "other" constructor
    public Tank(int ammo, int x, int y)
    {

    }

    // ***** accessor methods
    public int getAmmo()
    {

    }

    public int getX()
    {

    }

    public int getY()
    {

    }

    // ***** modifier methods
    public void setAmmo(int ammo)
    {

    }

    public void setX(int x)
    {

    }

    public void setY(int y)
    {

    }

    // *****instance variables (properties)
    private int myAmmo;
    private int myX;
    private int myY;
}
```