

1. Write a complete class named `Crab` that includes a `Color` property named `myColor` and an `int` property named `myAge`. You must also include a default constructor that initializes `myColor` to `Color.RED` and `myAge` to zero as well as an “other” constructor that accepts two parameters and uses them appropriately. You must also implement the `getAge` and `setAge` methods.

2. ON THE BACK OF THIS PAPER, write a client program named `CrabTest` that uses the “other” constructor to instantiate a `Crab` object. The client program must then change the crab’s age to 15 and printout the age using the accessor method from the `Crab` class.