*You work for a company that creates 1x1x1ft cubes. Your boss asks you to write a warehouse program that keeps track of all the boxes of cubes in the warehouse. Every box can be a different size and have different numbers of cubes stored in them. The first thing you need to do is write a box class*.

Create a class called Box. This class has the properties (all int) length, width, height, currentCubes, maxCubes

One constructor with 3 parameters that sets the length, width and height properties. All of these dimensions are in feet. Also inside this constructor you should also calculate the maxCubes property (think volume of a cube). The currentCubes property should be set to 0.

Create a addCube(int c) method so you can add c amount of cubes to the box object. If adding the cubes would make the currentCubes greater then maxCubes don’t add them and display the message “Cubes won’t fit in box.”

Create a takeCube(int c) method so you can subtract c amount of cubes from the box object. If subtracting the cubes would make the currentCubes < 0 don’t subtract them and display the message “Not enough cubes in box.”

Create a toString method to display a message like:
Size : 2x3x4
Cubes: 19 of 24

**Sample runner below:**

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**public** **class** BoxRunner {

 **public** **static** **void** main(String[] args) {

 // **TODO** Auto-generated method stub

 Box b = **new** Box(2,3,4);

 System.*out*.println(b);

 System.*out*.println("\nAdd 13 cubes");

 b.addCubes(13);

 System.*out*.println(b);

 System.*out*.println("\nAdd 13 cubes");

 b.addCubes(13);

 System.*out*.println(b);

 System.*out*.println("\nTake 10 cubes");

 b.takeCubes(10);

 System.*out*.println(b);

 System.*out*.println("\nTake 10 cubes");

 b.takeCubes(10);

 System.*out*.println(b);

 }

}