**Create 2 classes: WaterCan and Plant**

**Plant**

**Properties:**

plantSize

**Constructor:**

set initial plantSize

**Methods:**

toString()

“Plant Size “ + plantSize + “ inches.”

**WaterCan**

**Properties:** maxWater currentWater

**Constructor:**

WaterCan(int mw){

maxWater = mw;

fillUp();

}

**Methods:**

fillUp()

sets currentWater to maxWater

waterPlant(Plant p)

if(currentWater > 1) subtract 1 from current water and change the plants plantSize by 1 and printout message “Plant watering successful!”

else

printout message “Out of Water!”

toString()

“Water Left “ + currentWater + “/” + maxWater

**Create a new class called PlantWaterCanRunner**

Use this code in the main method:

WaterCan can = new WaterCan(2);

Plant p = new Plant(1);

System.out.println(can);

System.out.println(p);

can.waterPlant(p);

System.out.println(can);

System.out.println(p);

can.waterPlant(p);

System.out.println(can);

System.out.println(p);

can.waterPlant(p);