Gnomes

(1) Write a method in class Gnome that sets the buddy of a gnome to the specified gnome.

   public void setBuddy(Gnome g)

(2) How does a gnome g look after the following

   Gnome g;

(3) How does a gnome g look after the following

   Gnome g;
   g = new Gnome();

(4) What does it mean for the instance variables of a class to be
    (a) private
(b) public

(5) When designing a class, are there any guidelines on what is public and what is private?

(6) Write a piece of code that tests class Gnome: for e.g. you can create 3 gnomes called Grumpy, Goofy and Dummy; make Goofy the buddy of Grumpy, Dummy of Goofy, and Grumpy of Dummy.

(7) Write a method that prints the buddy of the buddy of a gnome.

(8) How would you modify the class in order to keep track of how many gnomes have been created?