Gnomes

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

    public void setBuddy (Gnome g)

(2) How does a gnome look like after the following:

    Gnome g;

(3) How does a gnome look like 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, what are the guidelines on what is public and what is private?

(6) Write a piece of code that tests class Gnome; for e.g. you could create 3 gnome 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 a gnome.

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

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