

```

public class TribbleEatingBear extends Bear{

    // Don't redefine size here! (Shadowing etc)

    public TribbleEatingBear( int size ){
        super( size ); // Call the super constructor to ensure same code runs
    }

    // Don't replace getSize()

    public void eatTribble( Tribble t ){

        // Increase size of bear
        size += t.getSize();

        // or: size = size + t.getSize();

        // If you leave size in Bear as private, you will need to add setSize()
        // to bear, and then do:
        //
        // int bearSize = getSize() + t.getSize();
        // setSize( bearSize );

    }

}

```

TEST CODE:

```

Tribble myTrib = new Tribble();
TribbleEatingBear b = new TribbleEatingBear( 10 );
print( b.getSize() );
b.eatTribble( myTrib );
print( b.getSize() );

```