Using the based from the in-class exercise on 1/20/26, input the following information into an IDE and upload video:

4 indexes: 0-Hunger, 1- Energy, 2- Morale, 3-Health. All stats start at 100. Print all stats after every round

Round 1: health decrease by 40%, hunger increases by 19%, energy decreases by 50%

Round 2: health +20, morale - 90, hunger -28,

Round 3: energy + 70,

Round 4 health -65 //bitten by snake

Round 5 all stats + 15

Round 6 hunger and morale switch stats

Round 7 energy and health switch stats

Last Round: All stats increase by 30 //rescued

```java
public class MyProgram
{
    public static void main(String[] args)
    {
        //i dont even remember how to define an array so....
        //0 = hunger
        //1 = energy
        // 2 = Morale
        //3 Health
        int[] stats = new int[4];
        stats[0] = 100;
        stats[1] = 100;
        stats[2] = 100;
        stats[3] = 100;
        System.out.println("Starting stats: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);
        //ok
        stats[3] *= 0.60;
        stats[0] *= 1.19;
        stats[1] *= 0.50;
        System.out.println("");
        System.out.println("Round One: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);

        stats[3] += 20;
        stats[2] -= 90;
        stats[0] -= 28;

        System.out.println("");
        System.out.println("Round Two: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);


        stats[1] += 70;


        System.out.println("");
        System.out.println("Round Three: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);


        stats[3] -= 65; //snake bite

        System.out.println("");
        System.out.println("Round Four: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);

        stats[0] += 15;
        stats[1] += 15;
        stats[2] += 15;
        stats[3] += 15;

        System.out.println("");
        System.out.println("Round Five: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);
        int temp = stats[0];
        stats[0] = stats[2];
        stats[2] = temp;

        System.out.println("");
        System.out.println("Round Six: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);
        int temp1 = stats[1];
        stats[1] = stats[3];
        stats[3] = temp1;

        System.out.println("");
        System.out.println("Round Seven: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);
        stats[0] += 30;
        stats[1] += 30;
        stats[2] += 30;
        stats[3] += 30;
        System.out.println("");
        System.out.println("Last Round: \nHunger: " + stats[0] +"\nEnergy: " + stats[1] + "\nMorale: " + stats[2]+"\nHealth: "+stats[3]);
```

```
Starting stats:
Hunger: 100
Energy: 100
Morale: 100
Health: 100

Round One:
Hunger: 119
Energy: 50
Morale: 100
Health: 60

Round Two:
Hunger: 91
Energy: 50
Morale: 10
Health: 80

Round Three:
Hunger: 91
Energy: 120
Morale: 10
Health: 80

Round Four:
Hunger: 91
Energy: 120
Morale: 10
Health: 15

Round Five:
Hunger: 106
Energy: 135
Morale: 25
Health: 30

Round Six:
Hunger: 25
Energy: 135
Morale: 106
Health: 30

Round Seven:
Hunger: 25
Energy: 30
Morale: 106
Health: 135

Last Round:
Hunger: 55
Energy: 60
Morale: 136
Health: 165
Creating a server...
Connecting to your server...
Connected.
```

Run the code below to see the 2 turtles in the array. Can you change the array size to 3 and create and add 1 more Turtle object to the array? Make this new turtle turnRight and go forward using its indexed array variable.

Run Original - 1 of 1 Show CodeLens Reformat Share Code

```
import java.awt.*;
import java.util.*;

public class TurtleArray
{
    public static void main(String[] args)
    {
        World world = new World(300, 300);
        // Declare an array for 2 Turtle objects
        Turtle[] turtarray = new Turtle[2];
        // Initialize the array elements by constructing each turtle object
        turtarray[0] = new Turtle(world);
        turtarray[1] = new Turtle(world);
        // Call each turtle's methods
        turtarray[0].forward();
        turtarray[1].turnLeft();
        turtarray[1].forward();

        world.show(true);
    }
}

```