**GraphicsPrac8**

**Directions:** Alter the Shot class so that a shot only exists for a limited amount of time.

1. Add an integer instance variable to Shot titled *lifeLeft*
2. Add a final, integer variable to Shot titled SHOT\_LIFE
3. In the Shot constructor, initialize *lifeLeft* to the value of *SHOT\_LIFE*
4. Add the method *getLifeLeft()* to the Shot class that returns the value of the *lifeLeft* variable
5. Decrement *lifeLeft* each time the *move()* method of the Shot Class is called.
6. Inside of the *run*() method of GraphicsPrac8, remove any Shot object that has a *lifeLeft* of zero or less