Complete the following program for this week's homework.

**Programming assignments**

**Extending Enemy (100 points)**

Implement the `Enemy` class from the following UML diagram:

- The default constructor should create an `Enemy` that has an xy position of 100,50 and health of 100
- The hit() method without any parameters should decrease the health of the enemy by 10

Create 2 subclasses that inherit from the `Enemy` class - `Level1Enemy` and `Level2Enemy`

- `Level1Enemy` should inherit from `Enemy` and have an additional int data field `speed` that should be a default of 1 and an additional method `move` that increases the x position by the speed amount every time it is called
- **Level2Enemy** should inherit from **Enemy** and have an additional method `fire` that prints out "PEW PEW" to the console
- **Level1Enemy** should have default health of 150, and **Level2Enemy** should have default health of 200.

Lastly, create a **Game** class (like a test class):

- Create one instance of each class, hit them each with a random amount
- Print out the health of each class
- Call the `move` method on the **Level1Enemy** and then print out the x and y position
- Call the `fire` method on the **Level2Enemy**

Note:

- No Processing yet - just normal Java classes
- The subclasses so far will be fairly minimal

Remember that comments and good naming conventions factor into your grade! Don't forget.