

Create a Java Project which incorporates the 4 pillars of OOP

- Create a hierarchy with classes representing different animals, include at least 3 classes and at least 1 interface
- Organize your classes into an appropriate package structure
- Follow the appropriate naming conventions for the project, classes, and class members
- Comment liberally to explain where and how each pillar of OOP is implemented in your code
- Include each of the examples of polymorphism that we discussed today
- Push this project (named "FourPillars") to your github branch

Upload to your GitHub branch by 4 Feb 5pm