

Programming Tutorial (Advanced)

Classes and Interfaces

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Task 1

Implement the following things:

1. An abstract class **Dog**. Each dog has a *name*. Additionally, it consists of an abstract method **bark()**.
2. An Interface **iWalkable**. It declares the method **walk()**.
3. A class **Bulldog**. A bulldog is a dog. It also implements **iWalkable**.
4. A class **Tortoise**. A tortoise is no dog but it can also walk. How to integrate this class into the existing program?
5. A class **Driver**. It consists of a **main**-Method where all methods implemented are executed at least once.

Notes: Don't think to much about the implementation of the method. A simple print is absolutely sufficient.