...ct class Instrument which is having the abstract

...more sub classes from Instrument which is Piano,

...lay method inside all three classes printing a

...ng tan tan tan tan " for Piano class

...g toot toot toot toot" for Flute class

...ng tin tin tin " for Guitar class

...llow the user to declare an object of Instrument

...y of 10 Instruments.

...t type of instrument to Instrument reference.

...olymorphic behavior of play method.

...eof operator to print that which object stored at

...trument array.

INPUT   OUTPUT   Java 8 ▾   ● RUN CODE

```java
import java.io.*;
import java.util.*;
import java.text.*;
import java.math.*;
import java.util.regex.*;

// Class name should be "Source",
// otherwise solution won't be accepted
abstract class Instrument
{
  abstract void play();
}
class Piano extends Instrument
{
    @Override
    void play()
    {
        System.out.println("Piano");
    }

}
class Flute extends Instrument
{
    @Override
    void play()
```

```java
        Scanner in = new Scanner(System.in);
        Instrument[] is=new Instrument[10];

        // Declare the variable
        int a;

        // Read the variable from STDIN
        a = in.nextInt();
        if(a==1)
        {
            for(int i=0;i<10;i++)
            {
                is[i]=new Piano();
            }
            for(int i=0;i<10;i++)
            {
                is[i].play();
            }
    /*      for(int i=0;i<10;i++)
            {
                if(is[i] instanceof Piano)
                {
                    System.out.println("Piano is stored at index "+i);
                }
            }*/
        }
        else
        if(a==2)
```

Sample Input :1

3

Sample Output :1

Guitar

Guitar

Guitar

Guitar

Guitar

Guitar

Guitar

Guitar

Guitar

Guitar

Guitar

```java
}
class Flute extends Instrument
{
    @Override
    void play()
    {
        System.out.println("Flute");
    }
}
class Guitar extends Instrument
{
    @Override
    void play()
    {
        System.out.println("Guitar");
    }
}


public class Source {
    public static void main(String[] args) {

        Scanner in = new Scanner(System.in);
        Instrument[] is=new Instrument[10];

        // Declare the variable
        int a;
```

```java
            }*/
        }
        else
        {
            for(int i=0;i<10;i++)
            {
                is[i]=new Guitar();
            }
            for(int i=0;i<10;i++)
            {
                is[i].play();
            }
            /*  for(int i=0;i<10;i++)
            {
                if(is[i] instanceof Guitar)
                {
                    System.out.println("Guitar is stored at index "+i);
                }
            }*/
        }
        // Output the variable to STDOUT
        // System.out.println(a);
    }
}
```