Ruby Control Structures - Case (Bonus Question)

This is a bonus question. Feel free to skip to the next challenge.

HackerRank is written in RoR and we have various classes defined in it. Some of them are

1. `Hacker`
2. `Submission`
3. `TestCase`
4. `Contest`

etc.

You have been given a function where an object which may or may not be of the above mentioned type is sent as an argument. You have to use the `case` control structure in Ruby to identify the class to which the object belongs and print the following output:

- if `Hacker`, output "It's a Hacker!"
- if `Submission`, output "It's a Submission!"
- if `TestCase`, output "It's a TestCase!"
- if `Contest`, output "It's a Contest!"
- for any other object, output "It's an unknown model"

Note

- use `case` (switch statement of Ruby)
- use `puts` for printing
- Ruby Docs on case