

**Universidad Autónoma de Yucatán**  
**Facultad de Matemáticas**  
**Asignatura: Programación Orientada a Objetos**

REDMI NOTE 8  
48MP QUAD CAMERA

Exercise 2: Working With Interfaces and Abstract Classes (Level 1)

## Exercise 2: Working With Interfaces and Abstract Classes (Level 1)

In this exercise, you will create abstract classes and interfaces, and explore the polymorphic properties of these types of components. You will create a hierarchy of animals that is rooted in an abstract class `Animal`. Several of the animal classes will implement an interface called `Pet`. Figure 7-2 shows a UML class diagram of the animal classes that you will create.

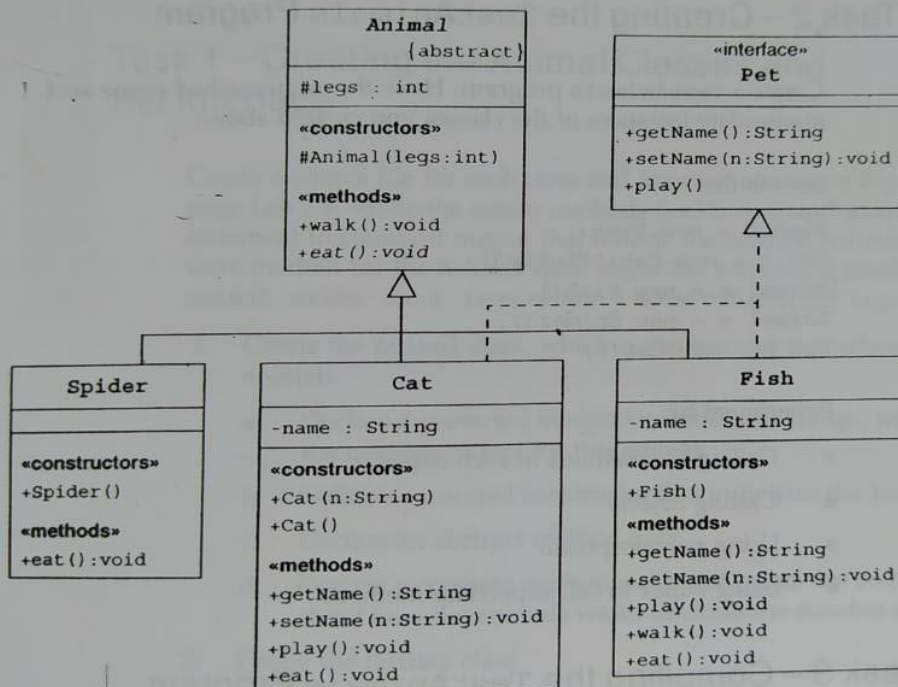


Figure 7-2 Animal and Pet Hierarchy