

FishTank

Objective

To learn how inheritance, abstract classes, and polymorphism.

Instructions

1. Take a minute and study AnimatedObject class. Your job is to extend this class. You'll notice you have some abstract methods that you will have to complete in your extended class and one method that currently does nothing that should be overridden.
2. Extend the AnimatedObject class. You must name your class NameFish. Example ShaheenMatuniFish. This will help me when I compile all of your fish in a couple weeks.
3. Your fish must:
 - i. have attributes (instance variables)
 - ii. have behaviors (methods)
 - iii. be animated (create multiple costumes different representations of your fish that cycle through with a counter) **A pic can only be used for PART of your object**
 - iv. Please remember to use pushStyle() and popStyle() as to not affect other objects in the tank. Same goes for pushMatrix() and popMatrix() if you choose to do translation and/or rotation.
 - v. Stay in the tank! Please ensure the fish stay within the tank.

4. To test your fish

Replace the commented line in the FWCD_Fish_Tank_2022 tab with your Constructor name.

```
//objs.add( new YOUROBJECT() )
```

Make this your best product of the year. Show those skills! If you are interested in ArrayLists and Arrays then I can do a little lesson for you so can take advantage of those data structures.