## 13.03 Assignment Instructions

**Instructions:** For this assignment, you will need to use the **Circle**, **Cylinder**, **Oval**, and **OvalCylinder** classes used in lesson 13.02.

- 1. Be sure that you downloaded the Circle.java, Cylinder.java, Oval.java, and OvalCylinder.java files to your Polymorphism projects folder.
- 2. To avoid confusion, rename these classes as Circle2, Cylinder2, Oval2, and OvalCylinder2 before proceeding any further.
- 3. Create a class called **TestPoly2**.
- 4. Create a method in **TestPoly2** that will accept an object of any one of those classes as input and then output the result of calling the **getCenter()** method that they all have in common. Call this method **showCenter()**. Make sure that you identify the object's reference as part of the output of **showCenter()**. For example, in the sample output shown below, Circle@1573a4a refers to a memory location for the object.
- 5. Create a main () method that tests the **showCenter** () method on objects of each class type. Use an ArrayList of objects of the different classes and a for loop to run through calls to **showCenter** ().
- 6. Save the program as **TestPoly2.java**.

Expected output from running main () should be:

