# 13.02 Assignment Instructions

Instructions: For this assignment, you are going to create a class hierarchy of simple terrains that might be used in a graphics game. Of course, they will be very simplistic representations, but you should get the idea of how the terrain hierarchies would be for Eye Play Games. Remember to correctly extend the classes!

1. Create a folder called **13.02 Assignment** in your module 13 Assignments folder.
2. Download the Terrain.java file to your Assignment folder
3. You are to create the following class hierarchy by writing the remaining classes.
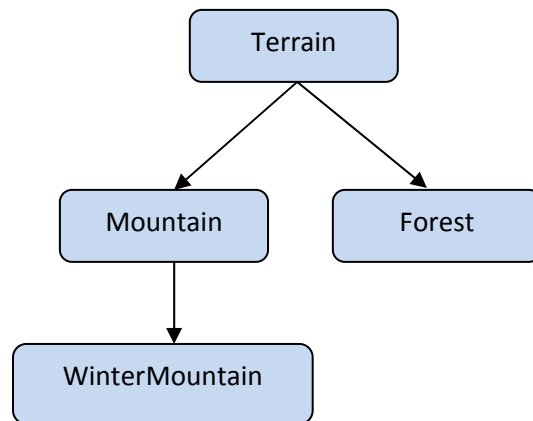
4. Create the class Mountain and save it as **Mountain.java** in your assignment folder. For mountain, add on the number of mountains as an attribute of the class.
5. Create the class WinterMountain and save it as **WinterMountain.java** in your assignment folder.
6. Create the class Forest and save it as **Forest.java** in your assignment folder. For forest, add on the number of trees as an attribute of the class.
7. Create a program to test your classes, save it as **TestTerrain.jav**a in your assignment folder. Create output similar to: