

CS101: Lab #21

Interfaces

I have provided you with 3 interfaces (`HasLegs`, `HasWings`, and `BreathesUnderwater`) and a `Tester` class.

I want you to create 6 new classes:

- 2 that implement `HasLegs`
- 2 that implement `HasWings`
- 2 that implement `BreathesUnderwater`

For each of the classes, you will have to implement the methods that the interface dictates. In addition, override `toString` so that it prints out a simple message describing what the object is. See the example output of my implementation below for an idea how to do that.

The `Tester` class creates 3 `ArrayLists`, one for each interface. It also loops thru each `ArrayList` and prints out its contents using `toString` and the interface methods. In between those two chunks of code, you'll see a `//TODO:` comment. It is there that I want you to create one object for each of the 6 classes you created and add that object to the appropriate `ArrayList`.

Once you have done all that, you should be able to run your program and see output like the following:

```
I am a table. I have 4 legs.  
I am a human. I have 2 legs.  
I am an airplane. I have 2 wings.  
I am a bee. I have 4 wings.  
I am a fish. I am breathing underwater.  
blub, blub...  
I am a scuba diver. I am breathing underwater.  
Help! I'm sentient and trapped in a computer program!
```