|  |
| --- |
| CS152 H3 due July 15, 2020 3 pts  Inheritance  Using super in the constructor  Using super in the method  Method overriding |

Write an application with five classes Vehicle, Car, Bus, Truck, and Tester class with main method in it.

The following characteristics should be used: make, weight, height, length, maxSpeed, numberDoors, maxPassenges, isConvertable, numberSeats, maxWeightLoad, and numberAxels.

Characteristics that are applicable to all vehicles should be instance variables in the Vehicle class. The others should be in the class(s) where they belong.

Class vehicle should have constructor that initializes all its data. Classes Car, Bus, and Truck will have constructors which will reuse their parents constructor and provide additional code for initializing their specific data.

Class Vehicle should have toString method that returns string representtion of all vehicle data. Classes Car, Bus, and Truck will override inherited toString method from class vehicle in order to provide apropriate string representation of all data for their classes which includes inherited data from Vehicle class and their own data.

Class Tester will instantiate 1-2 objects from those four classes (7 total) and it will display the information about those objects by invoking their toString methods.

Submit one word document with code for all five classes, picture of program run fron blueJ, UML diagram.