Explaining *findLeastAndMostExpensive() correctness in part one*:

the method ***findLeastAndMostExpensive()*** works correctly because it takes an array of Transportation objects as input, which includes all subclasses of Transportation (i.e., Land, Sea, and Air), and their subclasses to use the ***getPrice()*** method to compare the prices of each Aircraft Object and find the least and most expensive ones.

By using an array of Transportation objects, you are able to access the ***getPrice()*** method that is defined and implemented in each subclass, allowing you to compare the prices of all types of transportation objects. If you used an array of Object instead, you would not be able to access the ***getPrice()*** method without casting each object to its respective subclass, which would be more cumbersome and error-prone.

Overall, your implementation of the ***findLeastAndMostExpensive()*** method using an array of Transportation objects is a sensible and effective way to find the least and most expensive objects among all subclasses of Transportation

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