

1. Feed all the pigs in the yard.

```
class Pig {  
    void feed() {}  
}  
ArrayList<Pig> theYard = new ArrayList<Pig>();
```

2. Pop all the bubbles in the bubble wrap.

```
class Bubble {  
    void pop() {}  
}  
ArrayList<Bubble> bubbleWrap = new ArrayList<Bubble>();
```

3. Play all the songs in the playlist.

```
class Song {  
    void play() {}  
}  
ArrayList<Song> playlist = new ArrayList<Song>();
```

4. **Code** the Ornament and Decorator classes. Add some Ornaments to the boxOfDecorations in the Decorator class. Hang all the ornaments in the box.

```
class Ornament {  
    void hang() {  
        syso("hanging an ornament");  
    }  
}  
ArrayList<Ornament> boxOfDecorations; //in Decorator class
```

Add a color to the Ornament class so that your program prints "Hanging a red ornament", etc.