

FlyingObject.java is provided as a supplement to the following questions

1. Re-implement the abstract class **FlyingObject** to an interface. (Hint: remove all instance variables, and make any concrete method into an abstract method)
2. Modify class **Parrot** according to changes made to **FlyingObject** from question 1. Implement any additional methods as needed
3. Create your own class that implements **FlyingObject**. Your self-defined class should have at least two instance variables, getter and setter methods for instance variables and two additional instance methods (i.e. `speak()` is an instance method in class `Parrot`). Your self-defined class should also implement all abstract methods in **FlyingObject**.