Assignment Animals

1.1   Programming Assignment 1: Using polymorphism

The assignment covers the following learning goals:

- You can apply polymorphism when applicable;
- You can apply the key-word *abstract* when applicable.

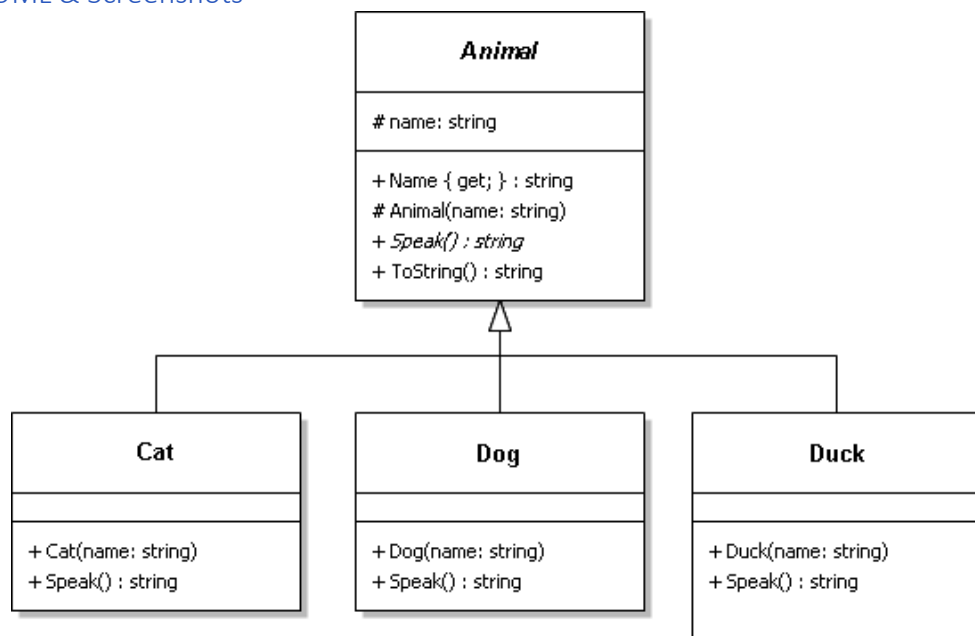Question difficulty: ★★☆☆☆

1.1.1   Case description

This assignment it to get you acquainted with the syntax involved with polymorphism and the abstract key-word. You will have to implement the supplied UML Class Diagram and also implement a simple GUI to show the added animals and to let them speak.

1.1.2   User interaction

A user should be able to do the following things:

- Add an animal:
  - The user select the type of animal, input a name and confirms;
  - The system stores the animal and shows the in a ListBox.
- Let an animal speak:
  - The user selects an added animal and confirms;
  - The system displays what the animal says.

1.1.3   UML & Screenshots

UML CLASS DIAGRAM: ANIMALS