**Step 1**: Define an interface Contact

1. That has the following methods (notice that some are for type String, this means you'll have to convert them to int's)
   1. getLength/setLength (int)
   2. getSpeed/setSpeed (int)
   3. setSpeed(String)
   4. getName/setName (String)
   5. getType/setType (String) (This is an arbitrary string label for anything of class Contact)

**Step 2**: Define an abstract class Ship that implements the Contact Interface. The methods in contact should be defined (no longer abstract, but they can be overriden later on).

**Step 3**: Define a class Destroyer that subclasses Ship

1. that has the following attributes and get/set methods. Supports int and String setNumberMissiles() arguments. If the String argument of setNumberMissiles() encounters a parsing error, set the numberMissiles to 2.
   1. numberMissile

**Step 4**: Define a class Submarine that subclasses Ship

1. that has the following attributes and get/set methods. Supports int and String setNumberTorpedos() arguments. If the String argument of setNumberTorpedos() encounters a parsing error, set the numberTorpedos to 2
   1. numberTorpedos

**Step 5**: Define an abstract class Aircraft that implements the Contact Interface. This class should also contain a getAltitude/setAltitude(int) method.

**Step 6**: Define a class P3 that extends the Aircraft abstract class

1. That has the following attributes and get/set methods.
   1. numberEngines

**Step 7**: In a test class:,

1. Create 2 Destroyers
2. Create 2 Submarines
3. Create 2 P3s
4. Make a collection of Destroyers (you select the type of Collection)
5. Make a collection of Submarines (you select the type)
6. Make a collection that holds all Ships
7. Make a collection that holds all Contacts

You get to pick the names and values for the classes above.

**Step 8**: Print out the list of Contacts to System.out.println(). You should override the toString() method to return something "meaningful" for each class. Again, no hard requirements, just use a little common sense (i.e. print out more than the name).