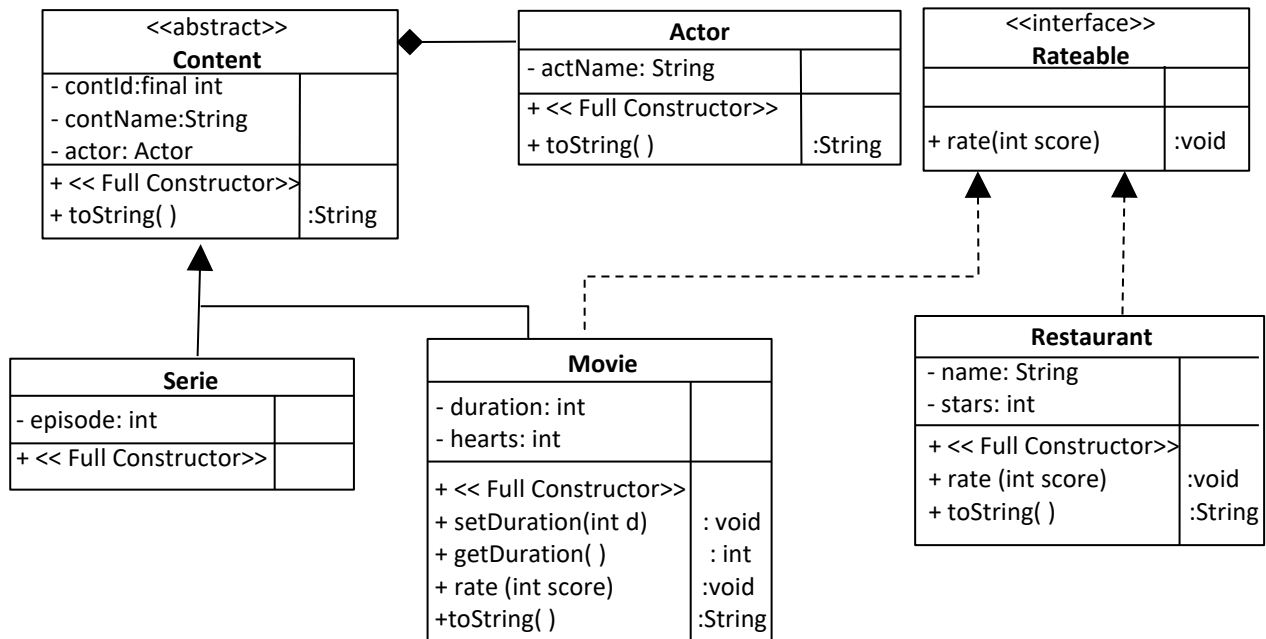


Problem Description

Based on the UML class diagram below, create the needed instance variables, constructors and set and a get methods, then write a test application to demonstrate the class capabilities.



- **Movie** constructor should set the value of hearts by calling method **rate**.
 - Method **rate** in **Restaurant** should add the value of score to the value of stars.
After adding, if stars value is equal to or greater than 6, a success message should appear as follows: " Super restaurant!"
 - Method **rate** in **Movie** should add the value of score to the value of hearts.
- Note:** For all **rate** methods, only positive numbers are accepted ($\text{score} \geq 0$); otherwise, do nothing.

Step 1: Create 2 **Serie** objects with the following data:

contId	contName	Actor	episode
7132	The Crown	John Lithgow	41
7195	Blackish	Yara Shahidi	137

Step 2: Create 2 **Movie** objects with the following data:

contId	contName	duration	Actor	hearts
8934	La La Land	2	Emma Stone	5
8911	Julie and Julia	2	Amy Adams	-3

Step 3: Create a **Restaurant** object with the following data:

name	stars
Nobu	5

Step 4: Create an array of type **Content** with size 4. Then add **Serie** and **Movie** objects to the array.

Step 5: Create an ArrayList of type **Rateable**. Then add **Restaurant** object to it.

Step 6: Use *for loop* to go through the array. Increase the value of duration by 1 using appropriate setters and/or getters for each **Movie** object; then add the object to the ArrayList.

Step 7: Use *enhanced for* to go through the ArrayList. Call method **rate** on each object in the ArrayList with score value=1.

Step 8: Print all information in the ArrayList.

Bonus (2 Marks): Apply *ArrayIndexOutOfBoundsException* mechanism in main.