

```
package lesson1;
```

```
import static lesson1.Utils.makeAnimalOlder;
```

```
public class Main {
```

```
    public static void main(String[] args) {  
        Cat cat1 = new Cat("Барсик", "белый", 1);
```

```
        System.out.println(cat1);
```

```
        Cat cat2 = new Cat("Морис", "black", 1);
```

```
        Cat cat3 = new Cat("Морис", "black", 1);
```

```
        System.out.println(cat2.equals(cat3));
```

```
        Wolf wolf = new Wolf("Тревор", "Серый", 6);
```

```
        Animal cat4 = new Cat("Морис", "red", 10);
```

```
        if (cat4 instanceof Wolf) {  
            Wolf cat5 = (Wolf) cat4;  
        } else {  
            System.out.println("Не является волком!");  
        }  
    }
```

```
    Animal cat6 = new Cat("Морис", "red", 10);  
    cat6.voice();
```

```
    //Создать набор бассейнов и заставить животных проплыть по ним и вывести время на заплыв
```

```
    Cat catCompetitor1 = new Cat("Морис", "red", 10);  
    catCompetitor1.setSwimmingSpeed(10);  
    Wolf wolfCompetitor1 = new Wolf("Волк", "серый", 12);  
    wolfCompetitor1.setSwimmingSpeed(12);  
    Turtle turtleCompetitor = new Turtle("Черепаха", "зеленая", 100);  
    turtleCompetitor.setSwimmingSpeed(15);
```

```
    Pool[] pools = {new Pool(15), new Pool(20), new Pool(35)};
```

```
    for (Pool pool : pools) {  
        pool.getTimeToOvercomePool(catCompetitor1);  
        pool.getTimeToOvercomePool(wolfCompetitor1);  
        pool.getTimeToOvercomePool(turtleCompetitor);  
    }
```

```
    makeAnimalOlder(cat2);
```

```
    }
```

```
}
```