

```
package lesson1;
```

```
public class Pool {  
    private double length;  
  
    public Pool(int length) {  
        this.length = length;  
    }  
  
    public double getLength() {  
        return length;  
    }  
  
    public void setLength(int length) {  
        this.length = length;  
    }  
  
    public double getTimeToOvercomePool(CanSwim swimmer) {  
        return swimmer.swim(this);  
    }  
}
```