Assignment 1

The purpose of this programing activity is to enable you to evaluate whether you acquired the OOP skills required for the rest of the module, focusing on ***class design, inheritance and polymorphism.***

In your career as programmer, you will encounter many topics to develop programs for, which you have no knowledge of. Perhaps you will have to write a program on Anaesthetics used in Hospitals or Leaf Growth in Plants…. A good programmer is always a quick learner – it is why we want to be programmers – to learn from all these fields. So in this assignment you may encounter something you never knew….

In online learning copying, is a very big problem. Thus, this assignment will not have specific instructions.

Create your own example of a super class with two sub classes inheriting from the super class. Your example must include some common abstract method that allow the use of polymorphism in the test program. Note that all classes must have variables, constructors, accessors, mutators, toString and abstract methods. Your example must have a test program that use the created classes and demonstrate polymorphism as well as the implicit and explicit calling of the toString method.

Lectures appreciate own attempts as simple as they might be. Do not google your code! The submitted code will be checked for plagiarism.

Important rules for all assignments

- **Only work submitted on e-fundi will be marked.**
- **No work may be submitted on any other platform other than e-fundi.**
- **Only working code will be marked.**
- **Code will be checked for plagiarism.**

Remember this is not a group assignment.
Enjoy!!!