

Baby Looney Tunes!!

Your task is to implement the following class hierarchy so that it prints exactly the same statements as below for a Tester class **Animals**.

Tweet

Default Method of Interface ISpeaking Inside Bird

Miao

Inside interface ISpeaking

Woof

Inside interface ISpeaking

Default Method of Interface ILicensable Inside ILicensable

A pet is running

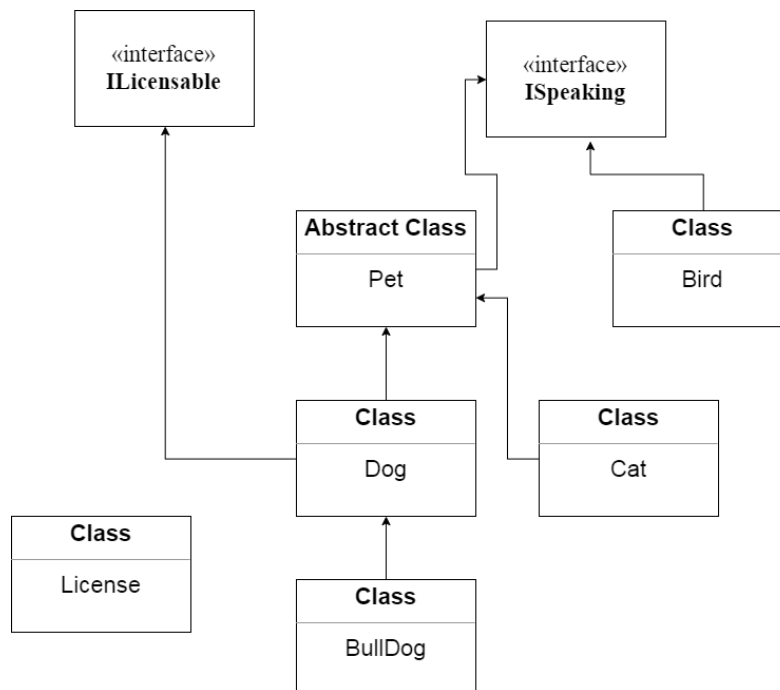
raoooo

Inside interface ISpeaking

A pet is running

tweet

Hints: When a class both extends and implements an interface you call it using
class X extends Y implements Z



Below we have given a sketch of all the classes mentioned in the class-hierarchy. One important thing to note that we have only shown the local variables for each class, we have not shown any inherited members, e.g. class **Dog** inherits method `run()` from class **Pet** but it is not shown in the class sketch of **Dog**.

It is up to you to figure out which classes inherit which members and implement that accordingly so that your output of `println()` statements match the statements in the first page.

class License:

variable: `licenseString: String`
constructor: `License(String)`

interface ISpeaking:

method: `speak(): void`
method: `defaultMethodOne(): void` and **default**

interface ILicensable:

method: `getLicense(): License`
method: `defaultMethodTwo(): void` and **default**

class Bird:

variable: `name: String`
constructor: `Bird(String)`

abstract class Pet:

variable: `name: String`
constructor: `Pet(String)`
method: `getName(): String`
method: `run(): String` and **static**

class Dog:

variable: `stringLicense: License`
constructor: `Dog(String, License)`
method: `getName(): String`

class Bulldog:

constructor: `Bulldog(String, License)`
method: `retrieve(): Bird`

class Cat:

constructor: `Cat (String)`

Tester Class Animals

```
public class Animals{

    public static void main(String[] args){

        ISpeaking s = new Bird("Woody Woodpecker");
        s.speak();
        s.defaultMethodOne();
        System.out.println();

        s = new Cat("Tom");
        s.speak();
        s.defaultMethodOne();
        System.out.println();

        Dog d = new Dog("Scooby-Doo", new License("Scooby1111"));
        d.speak();
        d.defaultMethodOne();
        d.defaultMethodTwo();
        d.run();
        System.out.println();

        Pet p = new Bulldog("Tasmanian Devil", new License("Tasmanian123"));
        p.speak();
        p.defaultMethodOne();
        p.run();
        System.out.println();

        Bird b = new Bulldog("Brian Griffin", new License("Brian234")).retrieve();
        b.speak();

    }
}
```