Polymorph specs

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Design the following classes:

Animal is a Critter
Insect is an Animal
Cricket is an Insect
Mammal is an Animal
Dog is a Mammal
Cat is a Mammal
Person is a Mammal
DomesticCat is a Cat
Lion is a Cat

create a public method of Critter called sound(), which is void.

The method sound of each Critter prints a different "sound".

Here is what the method sound does for each class:

for Animal print "some sound"
for Insect print "some sound"
for Cricket print "when you wish upon a star"
for Mammal print "some sound"
for Dog print "bark!"
for Cat print "some sound"
for Person print "hello!"
for DomesticCat print "meaow"
for Lion print "roar!"

Use the starter code provided in the zip file that includes the Test.

Change the name of the starter.java file to Polymorph.java.
Write the code of all the required classes in the file Polymorph.java.
Here are the classes that you need to add to Polymorph.java:

class Critter
class Animal
class Cricket
class Mammal
class Dog
class Cat
class Person
class DomesticCat
class Lion
public class Polymorph

The classes Critter, Cricket, Dog, Person, DomesticCat, and Lion must contain a method:
   void sound()
that prints the sound a Critter makes.

The starter code defines an array:

Critter [] arrayOfCritters = {mary, jiminy, lassie, figaro,nala};

and has a loop that calls the method sound for each one of the elements of arrayOfCritters.

This is an example of polymorphism.

Make sure you change the starter file only in the allowed areas
otherwise your file Polymorph.java will not pass the Test.
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