

[Polymorphysm] Interface

```
import java.util.ArrayList;
import java.util.List;

public class MainClass {
    public static void main(String[] args) {
        Dog dog = new Dog();
        Cat cat = new Cat();
        Chicken chicken = new Chicken();
        List<Animal> animals = new ArrayList<>();
        animals.add(dog);
        animals.add(cat);
        animals.add(chicken);

        int sum = 0;
        for (Animal animal: animals) {
            sum = sum + animal.countFingers();
        }

        System.out.println("Total finger: " + sum);
    }
}

class Dog implements Animal {
    @Override
    public int countFingers() {
        // TODO Auto-generated method stub
        return 4;
    }
}

class Cat implements Animal {
    @Override
    public int countFingers() {
        // TODO Auto-generated method stub
        return 4;
    }
}

class Chicken implements Animal {
```

```
    @Override
    public int countFingers() {
        // TODO Auto-generated method stub
        return 2;
    }
}

interface Animal {
    public int countFingers();
}
```