Q1:

Create a class Horse.java which should contain color, speed per mile, xPosition and yPosition as data members. Default values of xPosition and yPosition are 0. This class should also include method *move(direction, int minutes)* which should change values of xPosition of yPosition regarding direction and minutes; by using minutes and speed per mile, new xPosition and yPosition could be determined.

Now create three classes Arabian horse.java American Quarter.java and Shire horse.java. Arabian horse’s speed is 20 mile per hour, American Quarter’s speed is 15 mile per hour and Shire horse’s speed is 24 mile per hour. Every class should have constructors to set the value of color and speed.

Create a Test.java class which should contain an array of type Horse having size 6 and should contain tow objects of each class which extends the class Horse. Now call *move* method on each object by different parameters and then print xPosition and yPosition of every object.