Create the following classes including fields specified, associated constructors, getters and setters, and toString() methods. Implement the appropriate interfaces for each animal from the list of interfaces below. In your driver class, create instances of each animal and add them to Lists created for each different interface and subclass of Animal. Iterate through each of the lists and call the obvious/associated methods.

Animal Class

Field: name

Bird Class (Inherits from Animal)

Field: Wingspan

Mammal Class (Inherits from Animal)

Field: bodyTemp

Fish Class (Inherits from Animal)

Field: isSaltWater

Ostrich, Penguin and Eagle classes – Inherit from Bird

Dolphin, Lion, and Bat classes – Inherit from Mammal

Shark, Bass and FlyingFish classes – Inherit from Fish

Interfaces:

IFly – fly() method

IWalk – walk() method

ISwim – swim() method

IMakeSound – makeSound() method

Lists:

Animals, Birds, Mammals, Fishes, Flyers, Walkers, Swimmers, SoundMakers