

Homework Assignment #4 due Thursday Feb 20, 2018

Inheritance

Read	Read Chapter 6 on Interfaces
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Problem 1:

Create an abstract **Auto** class with fields for the car make and price. Include get and set methods for these fields; the `setPrice()` method is abstract. Create two subclasses for individual automobile makers (for example, Ford and Chevy) and include appropriate `setPrice()` methods in each subclass. Finally, write a program that uses the `Auto` class and subclasses to display information about different cars.

Note: you can chose arbitrary prices for the cars.

Problem2:

Write a program that uses an abstract class named **Drug** , and subclasses for two specific drugs to display a drug name, its purpose, and the number of times per day it should be taken. Use constructors in each class, with appropriate arguments. Include get and set methods, at least one of which is abstract. Prompt the user for the drug to be displayed, and then create the appropriate object.

Note: you can chose arbitrary names and number of times.