

COMP2396B Tutorial 6 Exercise

OOP, Inheritance, Interface

1. Ditto is a special Pokémon that can appear as Pikachu and Squirtle. A Pikachu can shoot electricity. A Squirtle can shoot water.

Given: Main.java and ShinyDitto.java

```
public class Main {  
  
    private static void toPikachu(Pikachu pkm) {  
        pkm.shootElectricity();  
    }  
  
    private static void toSquirtle(Squirtle pkm) {  
        pkm.shootWater();  
    }  
  
    public static void main(String[] args) {  
        Ditto pkm = new ShinyDitto();  
        toPikachu(pkm);  
        toSquirtle(pkm);  
    }  
}
```

```
public class ShinyDitto extends Ditto {  
  
    public void shootElectricity() {  
        System.out.println("Shooting electricity!");  
    }  
  
    public void shootWater() {  
        System.out.println("Shooting water!");  
    }  
}
```

Output:

```
Shooting electricity!  
Shooting water!
```

Your task: Add the interfaces Pikachu, Squirtle, and all required classes.

The above exercises are modified from the following references:

-CS2312 “Problem Solving and Programming” by Dr. W.K. Chan, Dr. Helena Wong