**Lab 5: Extended Vehicle**

Due Thursday, February 17, 2022

Extend Vehicle:

1. Continue working on your VehicleApp program by adding a new subclass. This subclass will be called Truck. It will extend Vehicle.
2. Override the Truck’s movement() method so it says, “I haul.”

Everything else about the Truck will remain the same as in the Vehicle super class. Remember that you should not include code in the derived class if it is the same as in the super class.

1. Construct a Truck object in your client code. Print out information about your Truck object using the same format as the code for the output for the vehicles, cars, and sports cars.

Vehicle Array

1. Construct an array of type Vehicle that will hold 5 Vehicle objects. Initialize the array with 5 of the Vehicle objects you constructed in main().
2. Write a static method that will print the contents of the array to the screen. You will use the Vehicle toString() in your for-loop.
3. Assume you need to buy new tires for all of the vehicles in your fleet. Write a static method that will calculate and return the total number of tires from the vehicles in the array.

Remember to test everything in main(). Remember to have a nice looking output that is in sentence-ish form. No numbers-only output for your final version.