

```
public class LandTier extends Tier
{
    private double auslauf;

    public void setAuslauf(double pa)
    {
        auslauf = pa;
    }

    public double getAuslauf()
    {
        return auslauf;
    }
}
```

```
public class WasserTier extends Tier
{
    private double beckenVol;

    public void setBeckenVol(double pv)
    {
        beckenVol = pv;
    }

    public double getBeckenVol()
    {
        return beckenVol;
    }
}
```

```
public class ZooVerwaltung
{
    private LandTier lati;
    private WasserTier wati;

    public ZooVerwaltung()
    {
        lati = new LandTier();
        wati = new WasserTier();
    }

    public void main()
    {
        lati.setArt("Elefant");
        lati.setName("Blümchen");
        lati.setAuslauf(1000.0);

        wati.setArt("Hai");
        wati.setName("Fressi");
        wati.setBeckenVol(200.0);
    }
}
```

