



The screenshot shows an IDE with a project named 'Farm'. The left sidebar displays the project structure, including source packages and libraries. The main editor window shows the code for 'FarmAnimal.java', which defines a base class and several subclasses (Chicken, Cow, Turkey, Sheep) with their respective methods. The code is as follows:

```

39  Pig pig = new Pig(id: 3, breed: "Baconer", new Date());
40  pig.produceSausage();
41  printTypeAnAnimal(farmAnimal.pig);
42
43  Turkey turkey = new Turkey(id: 4, breed: "RealTurkey", new Date(), laidEggs: 5);
44  turkey.layAnEgg();
45  printTypeAnAnimal(farmAnimal.turkey);
46
47  Sheep sheep = new Sheep(id: 5, breed: "Blacksheep", new Date(), new Date());
48  sheep.shear();
49  printTypeAnAnimal(farmAnimal.sheep);
50
51  Cow cow = new Cow(id: 6, breed: "Meater", new Date(), isProducingMilk: true);
52  cow.getLeatherForClothes();
53

```

The bottom panel shows the output of the program, which is a log of the simulation. It includes the creation of various farm animals and their actions:

```

>> chicken ate --->1
>> type of FarmAnimal ---> Chicken
Chicken[FarmAnimal{id=2, breed=polish, bornOn=Tue Jun 27 22:48:13 ECT 2023}, isMolting=false, laidEggs=2]
-----
>> type of FarmAnimal ---> Pig
Pig[FarmAnimal{id=2, breed=Landrace, bornOn=Tue Jun 27 22:48:13 ECT 2023}]
-----
>> type of FarmAnimal ---> Pig
Pig[FarmAnimal{id=3, breed=Baconer, bornOn=Tue Jun 27 22:48:13 ECT 2023}]
-----
>> type of FarmAnimal ---> Turkey
Turkey[FarmAnimal{id=4, breed=RealTurkey, bornOn=Tue Jun 27 22:48:13 ECT 2023}laidEggs=6]
-----
Sheered
>> type of FarmAnimal ---> Sheep
Sheep[FarmAnimal{id=5, breed=Blacksheep, bornOn=Tue Jun 27 22:48:13 ECT 2023}, lastSheering=Tue Jun 27 22:48:13 ECT 2023]
-----
Leather is ready
BUILD SUCCESSFUL (total time: 0 seconds)

```