Create superclass called Fish

1. It has parameters:

- Double fishLength
- Double fishWeight
- Boolean poison

fishLength and **fishWeight** are visible only inside the class

poison can be visible from only inherited class

2. Create constructor with **fishLength** and **fishWeight** parameters.
3. Create getters and setters.
4. Create method **fishInfo()** of type String -> Method should return "Is poison? + value of poison".
5. Create Class **Salmon** which is based (inherited) from Fish class, create suitable constructor and assign poison parameter as "False".
6. Create method **fishInfo()** -> same as in super class, but return should include additional info "You fished a Salmon!"
7. Create Class **PoisonFish** which is based (inherited) from Fish class, create suitable constructor and assign poison parameter as "True".
8. Create method **fishInfo()** -> same as in super class, but return should include additional info "You fished a Poison Fish!"
9. Create Class **FishMan.**
10. Create variable **poison** and **eatable**, both has default values 0.
11. Create arrayList in which we will store our fishes.
12. Create method **youCaught()** which will be accessible without need of creation of object and from everywhere. Method will have input parameter of type Fish. In the method Add fish to our arrayList.
13. Create another method without input param. Or return type accessible from everywhere called **myBasket()**
    - Print total number of fishes in the basket (from arrayList).
    - Print all fishes from the basket in following way: "Index of fish x:" + call method fishInfo() for selected object + measurements (length and weight) for selected object.
    - Check if object is poison, if yes, add for poison variable +1, else add +1 for eatable.

- Print number of eatable and number of poison fishes in the basket.

14. Create method without input param. Or return type accessible from everywhere called **fishDayInfo()**
    - Check if basket contains **more** than 3 times eatable fishes than poison fishes. If yes: Print “Great day!”
    - If the basket contains fishes from range at least 3 times but minimum 2 times more of eatable fishes than poison fishes, print “Good day!”
    - If the basket contains fishes from range at least 2 times or equal but at least more than poison fishes, print “Normal day!”
    - If Number of eatable fishes were equal or less than poison fishes print, “Bad day!”
    - If the number of poison fishes was 3 times bigger than eatable fishes, print “Horrible day!”
15. In the main Create **Fishman**
16. Create couple of salmons and poison fishes.
17. Put these fishes into the Fishman’s basket.
18. Show the full basket.
19. Show info of the day

Example output:

```
In my basket I have total of: 5 fishes
0: Is poison? false
You fished a Salmon!
fish has these measurements: L:11.0cm W:10.0kg
1: Is poison? false
You fished a Salmon!
fish has these measurements: L:11.0cm W:10.0kg
2: Is poison? false
You fished a Salmon!
fish has these measurements: L:53.0cm W:12.0kg
3: Is poison? true
You fished a Poison Fish!
fish has these measurements: L:22.7cm W:14.0kg
4: Is poison? true
You fished a Poison Fish!
fish has these measurements: L:40.0cm W:1.0kg
3 Of fishes were eatable
2 Of fishes were poison
Normal day!
```