

```

public class FishingFrenzyBash {
    /** Max size capacity for pond. */
    static final int POND_SIZE = 56;
    /** Game duration in months. */
    static final int GAME_LENGTH = 12;
    /** Number of turns for player per month. */
    static final int PLAY = 3;
    /**
     * Main method.
     * @param args not used
     */
    public static void main(String[] args) {
        // ArrayList for fish pond
        ArrayList<FishableI_a> lokoIa = new ArrayList<>();
        boolean fish = true;

        //Filling up pond with baby fish
        lokoIa = FishingFrenzyBash.fillPond();

        // if(fish) {
        //         System.out.println(lokoIa);
        //     }

        //Simulating two years for fish growth
        FishingFrenzyBash.growFish(lokoIa);
        //Open pond for fishing
        FishingFrenzyBash.lawaIa(lokoIa);
        //

    } //close main

    /**
     * Fill pond method.
     * @return aList the fish pond
     */
    public static ArrayList<FishableI_a> fillPond() {
        ArrayList<FishableI_a> aList = new ArrayList<>();

```