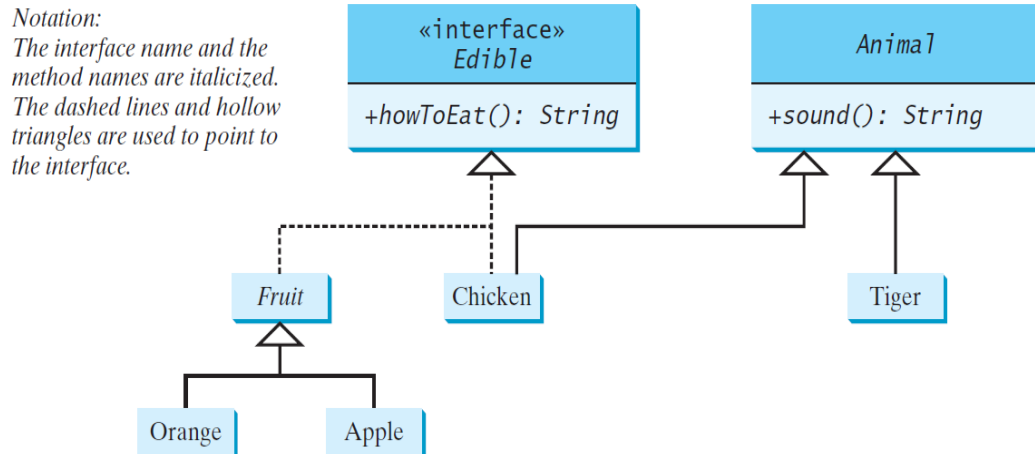


INSTRUCTION:

Read “*DP Week 1 Revision of OOP.pdf*” before attempting this lab.

- Write the Java code for the following UML class diagram.



- Test your code using the following TestEdible.java to produce the output given below.

LISTING 13.7 TestEdible.java

```

1 public class TestEdible {
2     public static void main(String[] args) {
3         Object[] objects = {new Tiger(), new Chicken(), new Apple()};
4         for (int i = 0; i < objects.length; i++) {
5             if (objects[i] instanceof Edible)
6                 System.out.println(((Edible)objects[i]).howToEat());
7
8             if (objects[i] instanceof Animal) {
9                 System.out.println(((Animal)objects[i]).sound());
10            }
11        }
12    }
13 }
  
```

Sample Output:

