4 **Change the test class (MiniDuckSimulator.java), add the ModelDuck, and make the ModelDuck rocket-enabled.**

```
public class MiniDuckSimulator {
    public static void main(String[] args) {
        Duck mallard = new MallardDuck();
        mallard.performQuack();
        mallard.performFly();

        Duck model = new ModelDuck();
        model.performFly();
        model.setFlyBehavior(new FlyRocketPowered());
        model.performFly();
    }
}
```

Before

The first call to performFly() delegates to the flyBehavior object set in the ModelDuck's constructor, which is a FlyNoWay instance.

This invokes the model's inherited behavior setter method, and...voilà! The model suddenly has rocket-powered flying capability!

If it worked, the model duck dynamically changed its flying behavior! You can't do THAT if the implementation lives inside the Duck class.

After

5 **Run it!**

```
File Edit Window Help Yabbadabbadoo
%java MiniDuckSimulator
Quack
I'm flying!!
I can't fly
I'm flying with a rocket!
```

To change a duck's behavior at runtime, just call the duck's setter method for that behavior.