

Bol

```

T: Mus
Inhabitant: Mus("Jerry")
void moult(T t) {
    ...
}
type: Mus
    
```

Oblig 1

public static void main(String[] args)

```

Bol<Mus> musbol = new Bol<Mus>();
    
```

name: musbol
type: Bol<Mus>

```

Bol<Rotte> rottebol = new Bol<Rotte>();
    
```

name: rottebol
type: Bol<Rotte>

```

Katt tomKatt = new Katt("Tom");
    
```

name: tomKatt
type: Katt

```

Rotte ronnRotte = new Rotte("Ronny");
    
```

name: ronnRotte
type: Rotte

```

Mus jerryMus = new Mus("Jerry");
    
```

name: jerryMus
type: Mus

```

Mus mickyMus = new Mus("Mickey");
    
```

name: mickyMus
type: Mus

...
på en av klassen...

Katt

```

name: "Tom"
void hunt(musbol, rottebol) {
    ...
}
    
```

Mus

```

name: "Jerry"
living: false
    
```

Bol

```

T: Rotte
Inhabitant: Rotte("Ronny")
    
```

Rotte

```

name: "Ronny"
living: true
hunt: true
    
```

Mus

```

name: "Mickey"
living: true
    
```