Part: (1)

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PART 1 OF THE ASSIGNMENT:

* The program used getPrice(); method inside of the static method ***findLeastAndMostExpensiveUAV()***  which had the same exact name (or heading) for all the classes. Therefore, there was overriding which is something required for polymorphism. And there was also inheritance (so there were inherited classes from the Flying Object class) as well as confusing casting, which means it was possible to use polymorphism to get the correct price for each specific object. We also used the toString(); method inside of the ***findLeastAndMostExpensiveUAV()*** method when we passed an object on the print statement.