

```
/*  
 * To change this license header, choose License Headers in Project Properties.  
 * To change this template file, choose Tools | Templates  
 * and open the template in the editor.  
 */
```

```
package lab11_2;
```

```
/**  
 *  
 * @author USER  
 */  
public abstract class Terrain {  
    private String name; //กำหนดตัวแปร ชื่อ  
  
    public Terrain(String name){  
        this.name = name; //กำหนด constructor  
    }  
  
    public void setName(String name){  
        this.name =name; //เมธอดตั้งชื่อ  
    }  
    public String getName(){  
        return name; //เมธอดเรียกชื่อนั้น  
    }  
    abstract boolean canMove(Animal animal);  
}
```