

```
/*  
 * 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 class Ground extends Terrain{
```

```
    public Ground(String name) {
```

```
        super(name); //constructor จาก terrain ซึ่งเป็น superclass ของ ground
```

```
    }
```

```
    @Override //override method จาก terrian
```

```
    boolean canMove(Animal animal) {
```

```
        if(animal instanceof CanWalk) { //เช็ค ว่า สัตว์อยู่ใน class canwalk มั้ย
```

```
            return true;
```

```
        }
```

```
        return false;
```

```
    }
```

```
}
```