```
Philip Pesic
Week 13
April 16 2023
```

* Part 4 - Arrays

Week 13 Prog 4

Modify the Example 1 code

Add three more derived subclass animals and sounds, for a total of 5 animals: Cat, dog, bird, elephant, mouse

Create an array of 5 'animal type' elements: animal AnimalArray[5];

Assign each animal to the AnimalArray.

Make a loop that runs five times. In the body of the loop, call the polyAnimalFunction, and pass each element of the array into the polyAnimalFunction

(Use the loop index to specify which array element)

```
package Prog4;

class prog4 {

   static void polySound(animal poly) {
      poly.animalSound();
   }

   public static void main(String[] args) {
```

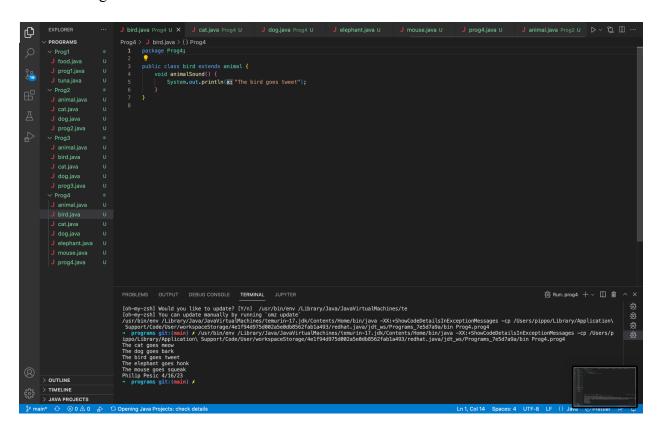
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```
animal[] animals = {new cat(), new dog(), new bird(), new elephant(), new
mouse()};
    for(int i = 0; i < 5; i++) {
        polySound(animals[i]);
    }
    System.out.println("Philip Pesic 4/16/23");
}</pre>
```

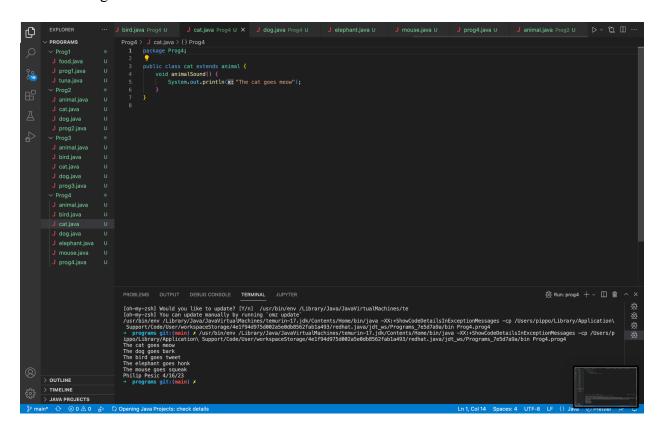
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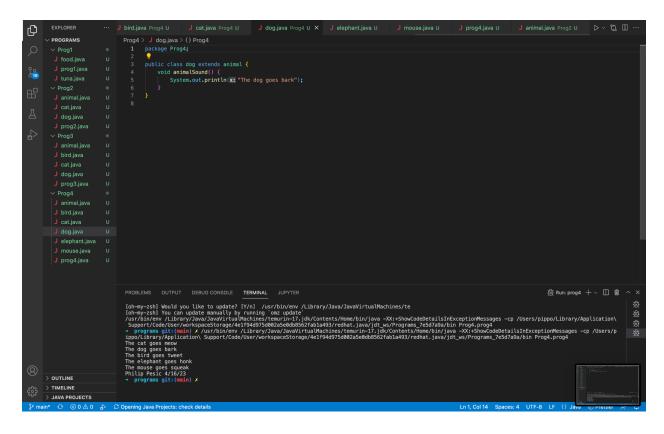
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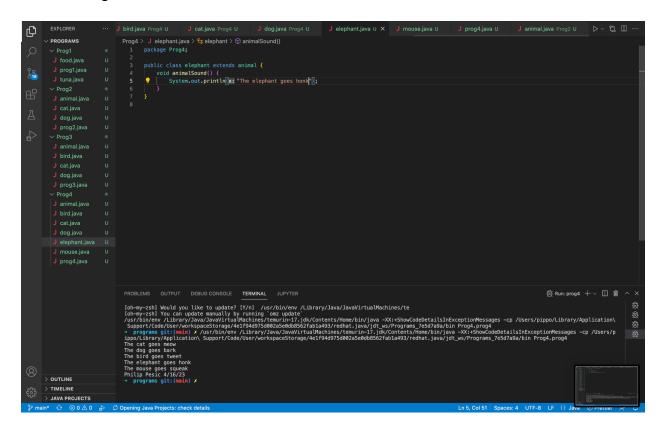
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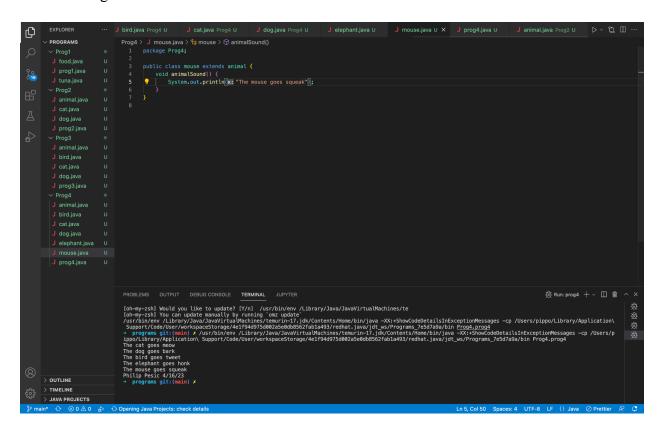
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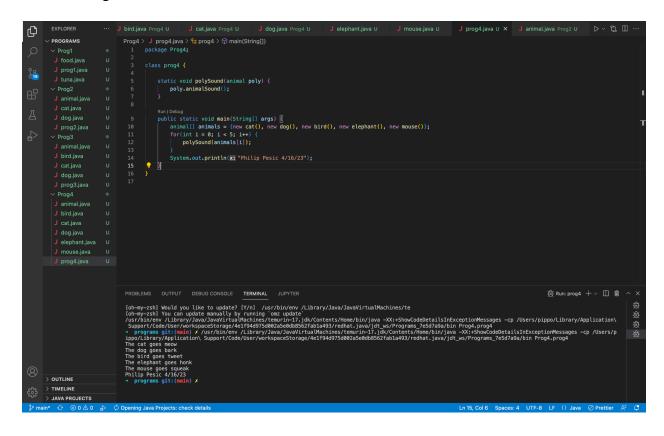
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Week 13 Prog 4



I learned how to create arrays of objects