

**Evidence for project unit I & T**  
**Rob Williams - Cohort E16**

Week 6 - Reference I.T 7

**Demonstrate the use of polymorphism in a program** - this first image displays the interface class VehicleAttacks.

```
package com.example.kaijuattackonacity;

public interface VehicleAttacks {

    public int missileDamage = 50;

    public int bulletDamage = 5;
}
```

This second image is my test class where the tank and artillery vehicles both implement the missileDamage and bulletDamage set up in the interface.

```
public class KaijuTest implements VehicleAttacks, BuildingStability {

    Clover clover;
    Muto muto;
    Tank tank;
    Artillery artillery;
    PizzaShop pizzaShop;
    RecordStore recordStore;

    @Before
    public void before() {
        clover = new Clover( name: "Clover", healthValue: 100, attackValue: 50);
        muto = new Muto( name: "Muto");
        tank = new Tank( type: "Tiger", healthValue: 120, VehicleAttacks.missileDamage, VehicleAttacks.bulletDamage);
        artillery = new Artillery( type: "Fox Monkey", healthValue: 70, VehicleAttacks.missileDamage, VehicleAttacks.bulletDamage);
        pizzaShop = new PizzaShop( name: "The Hut", BuildingStability.structuralStability);
        recordStore = new RecordStore( name: "As We Enter", BuildingStability.structuralStability);
    }
}
```

Finally the below shows a passing test using the artillery's inherited missile damage.

