

Vehicle:

```
public abstract class Vehicle {
    private String name;
    private int maxPassengers;
    private int maxSpeed;

    public Vehicle(String name, int maxPassengers, int maxSpeed) {
        this.name = name;
        this.maxPassengers = maxPassengers;
        this.maxSpeed = maxSpeed;
    }

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }
}
```

```
public int getMaxPassengers() {
    return maxPassengers;
}

public void setMaxPassengers(int maxPassengers) {
    this.maxPassengers = maxPassengers;
}

public int getMaxSpeed() {
    return maxSpeed;
}

public void setMaxSpeed(int maxSpeed) {
    this.maxSpeed = maxSpeed;
}
```

IsLandVehicle

```
public interface IsLandVehicle {
    public void drive();
    public int getNumWheels();
    public void setNumWheels(int numOfWheels);
}
```

IsSeaVehicle

```
public interface IsSeaVehicle {
    public void launch();
    public int getDisplacement();
    public void setDisplacement(int displacement);
}
```

IsEmergency

```
public interface IsEmergency {
    public void soundSiren();
}
```

LandVehicle

```
public abstract class LandVehicle extends Vehicle implements IsLandVehicle {
    int numWheels;
   public LandVehicle(String name, int maxPassengers, int maxSpeed, int numWheel
s) {
        super(name, maxPassengers, maxSpeed);
        this.numWheels = numWheels;
   @Override
   public void drive() {
        System.out.println("Vroom vroom ! Car has started !");
    @Override
    public int getNumWheels() {
        return numWheels;
    }
    @Override
    public void setNumWheels(int numOfWheels) {
        this.numWheels = numOfWheels;
```

SeaVehicle

```
public abstract class SeaVehicle extends Vehicle implements IsSeaVehicle {
    int displacement;

    public SeaVehicle(String name, int maxPassengers, int maxSpeed, int displacement) {
        super(name, maxPassengers, maxSpeed);
        this.displacement = displacement;
    }

    @Override
    public int getDisplacement() {
        return displacement;
    }

    @Override
    public void launch() {
        System.out.println("Now launching your fancy boat !");
    }

    @Override
    public void setDisplacement(int displacement) {
        this.displacement = displacement;
    }
}
```

Frigate

```
public class Frigate extends SeaVehicle {
    public Frigate(String name, int maxPassengers, int maxSpeed, int displacement)
} {
        super(name, maxPassengers, maxSpeed, displacement);
}

public void fireGate() {
        System.out.println("Going full ahead and firing cannons !");
}
```

```
public class Jeep extends LandVehicle {
   public Jeep(String name, int maxPassengers, int maxSpeed, int numWheels) {
       super(name, maxPassengers, maxSpeed, numWheels);
   }
   public void soundHorn() {
       System.out.println("Honk Honk !");
   }
}
```

Hovercraft

```
public class Hovercraft extends LandVehicle implements IsSeaVehicle {
    private int displacement;
    public Hovercraft(String name, int maxPassengers, int maxSpeed, int numWheels
 int displacement) {
        super(name, maxPassengers, maxSpeed, numWheels);
        this.displacement = displacement;
    @Override
    public int getDisplacement() {
        return displacement;
    }
    @Override
    public void launch() {
        System.out.println("Initiating TurboFan ! Now launching your fancy boat !
 );
    }
    @Override
    public void setDisplacement(int displacement) {
        this.displacement = displacement;
    public void enterLand() {
        System.out.println("Leaving sea and entering land...");
```

```
public void enterSea() {
    System.out.println("Leaving land and entering sea...");
}
```

PoliceCar

```
public class PoliceCar extends LandVehicle implements IsEmergency {
    private int turboSpeed;
    public PoliceCar(String name, int maxPassengers, int maxSpeed, int numWheels,
 int turboSpeed) {
        super(name, maxPassengers, maxSpeed, numWheels);
        this.turboSpeed = turboSpeed;
    public void useTurbo() {
        System.out.println("Initiating turbo ! Now speed is " + (turboSpeed + thi
s.getMaxSpeed()));
    public int getTurboSpeed() {
        return turboSpeed;
    public void setTurboSpeed(int turboSpeed) {
        this.turboSpeed = turboSpeed;
    }
    @Override
    public void soundSiren() {
        System.out.println("weeeeee yuuuuuuuu weeeeeee yuuuuuuuuu");
    }
```

```
import java.util.ArrayList;
import java.util.List;
class Driver {
    public static void main(String[] args) {
        List<PoliceCar> pcs = new ArrayList<PoliceCar>();
        System.out.println("Policecar:");
        for (int i = 0; i < 3; i++) {
            pcs.add(new PoliceCar(("RX-500-" + (i + 1)), 4, 240, 4, 60));
            pcs.get(i).useTurbo();
            System.out.println(pcs.get(i).getName() + " | with " + pcs.get(i).get
NumWheels() + " wheels !");
        System.out.println("\nJeep:");
        Jeep jp = new Jeep("Montorolla", 6, 200, 5);
        jp.soundHorn();
        System.out.println("\nFrigate:");
        Frigate fg = new Frigate("Assassin's Ship", 65, 100, 3400);
        fg.fireGate();
        System.out.println("Ship has travelled for " + fg.getDisplacement() + " k
ms");
        System.out.println("\nHovercraft:");
        Hovercraft hc = new Hovercraft("CJ's HV", 2, 120, 6, 30);
        hc.enterSea();
        System.out.println("Current displacement: " + hc.getDisplacement());
        hc.setDisplacement(hc.getDisplacement() + 10);
        System.out.println("Current displacement: " + hc.getDisplacement());
        hc.enterLand();
```

```
Policecar:
Initiating turbo ! Now speed is 300
RX-500-1 | with 4 wheels !
Initiating turbo ! Now speed is 300
RX-500-2 | with 4 wheels !
Initiating turbo ! Now speed is 300
RX-500-3 | with 4 wheels !
Jeep:
Honk Honk !
Frigate:
Going full ahead and firing cannons !
Ship has travelled for 3400 kms
Hovercraft:
Leaving land and entering sea...
Current displacement: 30
Current displacement: 40
```

Leaving sea and entering land...