import java.util.Random;

public class TestMedicine

{

public static void main(String[] args)

{

Medicine[] m=new Medicine[5];

Random r=new Random();

int rn=r.nextInt(4+1);

//System.out.println(r.nextInt(4)+1);

if(rn==1)

{

Medicine t=new Tablet();

t.displayLabel();

}

else if(rn==2)

{

Medicine s=new Syrup();

s.displayLabel();

}

else if(rn==3)

{

Medicine o=new Ointment();

o.displayLabel();

}

else if(rn==0)

{

System.out.println("please take some medicine");

}

}

}