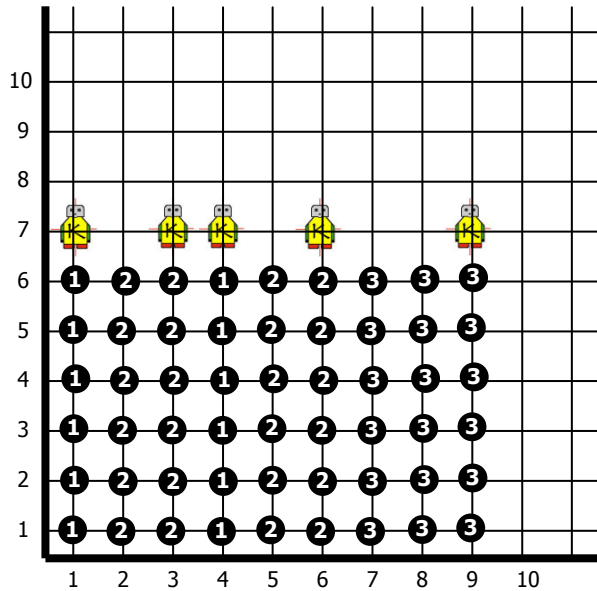
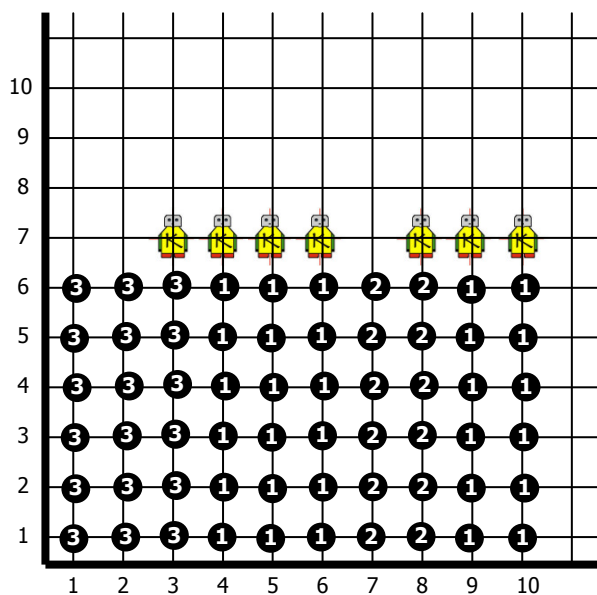


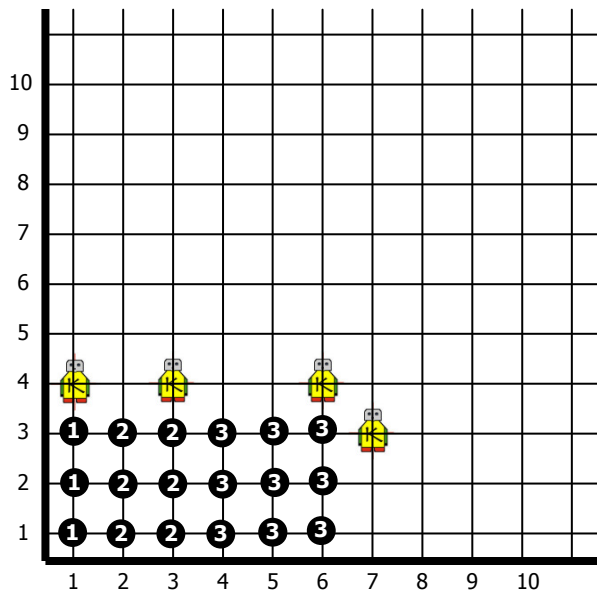
1. Write an abstract class `BeeperLayer`, which extends `UrRobot`, and three classes called: `OneLayer`, `TwoLayer`, and `ThreeLayer`, which should extend `BeeperLayer`. Then, create a class called `Tester`, where you must declare a `BeeperLayer` `bill` and do not create any new references. Then, in your `Tester` class create a program that accomplishes the task shown below.



2. Using your unmodified classes from above, excluding your `Tester` class, create a new class called `Tester2`, that accomplishes the following task.



3. Create a class called `Manager`, which extends `UrRobot`, moves twice when told to move and every time it moves, three robots work as shown below. You may use modifications of previous classes. **You must use the main method provided below but you may decide where to start your robots.**



```
public static void main(String[] args)
{
    World.setVisible(true);
    World.setDelay(15);

    OneLayer worker1 = new OneLayer(...); // fill in location
    BeeperLayer worker2 = new TwoLayer(...); // fill in location
    ThreeLayer worker3 = new ThreeLayer(...); // fill in location

    Manager romney = new Manager(1, 7, North, 0,
                                worker1, worker2, worker3);

    romney.doYourThang();
}
```

4. Complete the Building a House Project from the other day. Complete the `Contractor`, `Mason`, `Carpenter`, and `Roofer` classes.

