

**[Polymorphism]** In the `prob2` package of your workspace, you are given a `Main` class and three fully implemented classes: `FirstClass`, `BusinessClass` and `EconomyClass`. The classes `FirstClass`, `BusinessClass`, and `EconomyClass` represent different types of customers that an airline service may have. Each contains a method `computeBoardingTime` which computes the boarding time for the current customer. Notice that the `computeBoardingTime` method is implemented in different ways in each of the classes.

The `Main` class is used for accumulating information about multiple customers – in particular, the `Main` class can be used to store several customers and then compute the average boarding time across all of these stored customers, using the method `computeAverageBoardingTime`.

The method `computeAverageBoardingTime` has been provided to you but has been implemented in the wrong way: It checks the runtime type of each customer, casts it to the right type, and then calls the `computeBoardingTime` on each type. Your task for this problem is to rewrite this method so that the computation of average boarding time is done *polymorphically*. This requirement implies that your implementation *does not check* the runtime types of the customers in the object array. To satisfy this requirement, you *will need to create and use an interface* `BoardingTime`, which has been provided for you in your `prob2` package; the interface `BoardingTime` that has been given to you contains no methods; you must add an appropriate method to this interface.

You **are allowed to** make changes to the type of the object array `objs` in the main method, and also to the type of the argument of the method `computeAverageBoardingTime`. You **are allowed to** make changes to the class declaration of the classes `FirstClass`, `BusinessClass`, `EconomyClass`, but you **are not allowed to** modify the `computeBoardingTime` method in any of these classes.

Test your work by running the main method of `Main`. The expected output is provided in the `Main` class.