```java
import java.util.Random;

public class TastyEgg {
    public static void main(String[] args) {
        KinderSurprise myKinderSurprise = new KinderSurprise(new Egg(new Toy()));
        // Your mission: Find out what toy is inside your KinderSurprise.


    }
}

class KinderSurprise {
    private Egg egg;

    public KinderSurprise(Egg egg) {
        this.egg = egg;
    }

    Egg getKinderSurpriseContents() {
        // ADD CODE HERE
    }
}

class Egg {

    private Toy toy;

    public Egg(Toy toy) {
        this.toy = toy;
    }

    Toy getEggContents() {
        // ADD CODE HERE
    }

}

class Toy {
    String getToyName() {
        int randomToySelector = new Random().nextInt(2);
        if (randomToySelector == 0)
            return "play doh";
        else if (randomToySelector == 1)
            return "train";
```

```
        else
                return "spongebob";
    }

}
```