AWT Intro Activity

The following interface and superclass are what the students are trying to create:

|  |
| --- |
| *Predatory* |
| sneak();  attack(); |

|  |
| --- |
| Animal |
| Boolean isLiving  Int age |
| eat(String foodType);  drink();  sleep();  reproduce();  moves(int maxSpeedMPH); |

Instructions for students:

Using the code below create a diagram of the Predatory interface being implemented by the predators and the superclass Animal that is being extended by all the animals. Then make your own predator and animal in the diagram.

public class cow extends Animal{

eat(“Grass”);

sleep();

drink();

reproduce();

moves(25);

}

public class wolf extends Animal implements Predatory{

attack();

eat(“Meat”);

sleep();

drink();

reproduce();

sneak();

moves(35);

}

public class deer extends Animal{

sleep();

eat(“Plants”);

drink();

reproduce();

moves(30);

}

Public class kitten extends Animal implements Predatory{

eat(“Kibble”);

sneak();

sleep();

drink();

moves(25);

attack();

reproduce();

}