

# Specifications

This task is about polymorphism.

1. Create 4 classes, namely Boat, Motorcycle, Truck and Car and a TestProgram (the latter will require the graphics template from the roadmap).
2. Each class should have the following instance variables:
  - a. brand, e.g. Ford
  - b. numWheels, e.g. 4
  - c. numSeats, e.g. 4(note: the Boat class will **not** have the numWheels instance variable)
3. Each class needs to have the following methods:
  - a. Constructor(s)
  - b. toString( )
  - c. draw ( gc )
  - d. getBrand( ), getNumWheels( ), getNumSeats( )
4. Create an abstract class called, Vehicle
  - a. Move the numSeats and brand instance variables to this class along with their getters.
  - b. Create an abstract method called, draw( GraphicsContext gc )
5. Create a TestProgram uses the graphics template from the roadmap.
  - a. Instantiate an ArrayList or a built-in array of type, Vehicle
  - b. Instantiate 1 instance of each of your 4 classes.
  - c. Add each variable to the array.
  - d. Write an enhanced for loop to visit each array element and call the draw routine. (match the product shot in figure 1, exactly)
6. Document your code.

