

```
public interface Speakable
    public String speak()
```

```
public interface Walkable
    void walk()
    void walkToward(Human H)
```

```
public class Human implements Comparable {
    private String name;
    public int age
    public static int speciesCode=1357

    public Human(String n, int a) {
        name = n
        age = a
        creation()
    }

    public void setName(String n){
        name = n
    }

    public String getName() {
        return(name)
    }

    public void creation() {
        System.out.println("Human created")
    }

    public void creation(int x) {           //code   }

    public int compareTo(Object o) {       //code compares based on age   }

    public static int getSpeciesCode() {
        return( speciesCode )
    }
}
```

```
public class Baby extends Human implements Speakable {

    public Baby(String n){
        super(n, 0)
        creation()
    }

    public void eat() {           //code   }

    public String speak() {       //code   }

    public void creation() {
        System.out.println("Baby created")
    }
}
```

```

public class Kid extends Baby implements Walkable {
    public double height;

    public Kid(String n, int a, double h) {
        super(n)
        age=a
        height = h
        creation()
    }

    public void creation() {
        System.out.println("Kid created")
    }

    public String speak() {           //code  }

    public void walk() {               //code  }

    public void walkToward(Human H) {           //code  }

    public String toString(){
        System.out.println("Name: " + getName() )
        System.out.println("Age: " + age )
        System.out.println("Height: " + height )
    }

    public static int add(int a, int b) {
        return(a + b)
    }
}

```

```

public abstract Teen extends Kid {
    public double attitudeLevel
    private String highSchool;

    public Teen(String n, int a, double h) {
        super(n, a, h)
        creation()
    }

    abstract void doHomework(String s)
    abstract void bePolite()

    public void setHighSchool(String s) {
        highSchool=s
    }

    public String getHighSchool() {
        return(highSchool)
    }
}

```

```

public class GoodTeen extends Teen {

    public GoodTeen(String n, int a, double h) {
        super(n, a, h)
    }

    public void doHomework(String s) {          //code }

    public void bePolite() {          //code }

    public String speak() {          //code }

}

```

```

public class BadTeen extends Teen {

    public BadTeen(String n, int a, double h) {
        super(n, a, h)
    }

    public void doHomework(String s) {          //code }

    public void bePolite() {          //code }

    public String speak() {          //code }

    public void causeTrouble() {          //code }

}

```

```

public class RandomStuff {
    //all these methods are coded to do something that makes sense
    //some members and methods not shown
    public Human getHuman()
    public String locateHuman(Human H)
    public String locateTeen(Teen T)
    public Kid getKid()
    public void walk(Walkable W)
    public Comparable findLeast(Comparable C)
    public Speakable[] whocanTalk(Baby[] list)
    public void giveTreat(Kid K)
    public Baby makeBaby(Teen T1, TeenT2)
}

```