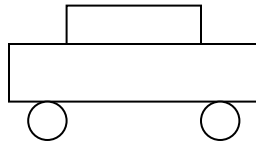


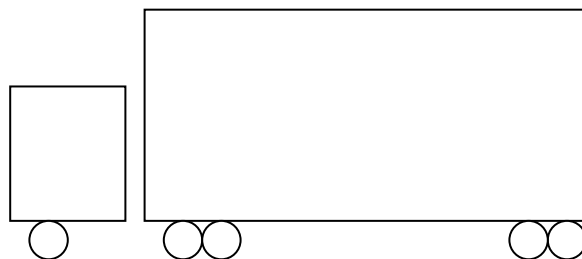
Unit Nine Assignment Three:

Create an abstract super class called Vehicle. It should have two instance fields `initX` and `initY` that represent the initial position of any object of type Vehicle. This class should also have a parametric constructor, an accessor method for each instance field, and an abstract draw method.

Create a subclass of Vehicle, called Car. It should have a parametric constructor and the required draw method. This draw method should plot a "red" car that looks something like the figure below. (Please feel free to embellish!)



Create a subclass of Vehicle, called Truck. It should have a parametric constructor and the required draw method. This draw method should plot a "blue" truck that looks something like the figure below. (Please feel free to embellish!)



Use `g.drawRect(...)` to draw the rectangles and `g.drawOval(...)` to draw the circles.

Create a driver class, called `u10a3` that extends `JFrame`. This class has one instance field, an `ArrayList` of 10 Vehicles, called **`list`**.

In the main method, declare a new object of type `u9a3`, set the size of the `JFrame` to 500 x 500, make sure the `JFrame` is visible with a background color of yellow, and make sure you exit the `JFrame` when the window is closed.

In the default constructor, randomly fill each element of **list** with either a `Car` or a `Truck`. The position of each `Vehicle` should also be randomly generated. (You should probably use the upper left hand corner of the `Vehicle`.)

In the paint method, draw each element of **list** on the `JFrame`. Your `JFrame` should look similar to the one attached to this assignment.

To complete this assignment, paste your `JFrame` into a Word document and turn it in with `Vehicle.java`, `Car.java`, `Truck.java`, and `u9a3.java`.