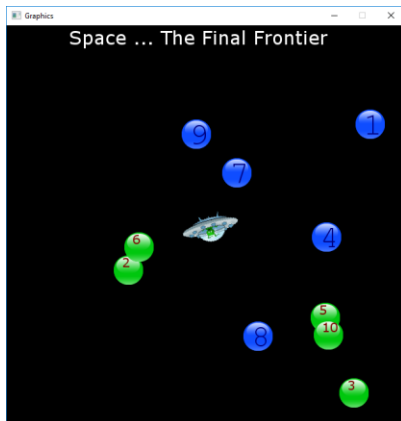


More Polymorphism

Problem: Create 10 random Sprites with different behavior. Iterate through the array of Sprites exposing the behavior via polymorphism.



The design looks like the following:

