Watch these videos:

1. Inheritance and Polymorphism: [http://youtu.be/9q4Y0g4rAi8](http://youtu.be/9q4Y0g4rAi8)
2. Virtual Lab 3: [https://www.youtube.com/watch?v=eo2spQVQXuE&edit=vd](https://www.youtube.com/watch?v=eo2spQVQXuE&edit=vd)

Create 4 classes:

(remember to use @Override on methods that you override)

1. **Doctor**
   a. Has method treatsPatient() which prints “I treat patients”
   b. Overrides method toString to return “Doctor”

2. **Surgeon** (inherits from Doctor)
   a. Overrides method treatsPatient() which prints “I treat patients who need surgery”
   b. Has method incision() which prints an appropriate (mine print “SNIP SNIP SNIP”).
   c. Overrides method toString and returns “Surgeon”.

3. **Pediatrician** (inherits from Doctor)
   a. Overrides method treatsPatient which prints “I treat kids”
   b. Overrides method toString and returns “Pediatrician”

4. **TestDoctor**
   a. Creates a Doctor object, Surgeon Object, and Pediatrician Object.
   b. Sends each object to a method called DocMethod.
      c. DocMethod accepts a parameter of type Doctor. It will:
         i. print what’s returned from object’s toString() method
         ii. will call treatPatient() on that object
         iii. In addition, if the object is a surgeon, it should call the incision method as well.

Sample Output:

```
Doctor
I treat patients
Surgeon
I treat patients who need surgery
SNIP SNIP SNIP
Pediatrician
I treat kids
```