Using TextMessage.java and MultimediaMessage.java:

1. edit the code so that the text of a MultimediaMessage always starts with “MMS: ”.
2. change all the TextMessage fields back to private if you have edited them. Now write a new protected setMessageText() method. Use this in the constructor of MultimediaMessage to get the desired “MMS: ” prefix.

Using Penguin.java and Bird.java:

1. Make a class for another type of bird, check the “Inherited abstract methods” box. Note how this works.