1. Draw animals on a panel.
   a. Study the Animal Farm version 0 and Grocery examples.
   b. Add draw methods to Crow, Cat, Dog, Animal classes, similar to Fruit, Banana, Apple, Orange.
   c. Write a new class named Zoo. This class should keep a list of animals. Make Zoo a subclass of JPanel so that you can add it to JFrame.
   d. In the main method, create a JFrame object, and an instance of Zoo. Add the zoo to JFrame. Also add several animals to the zoo.
   e. Fun factor: Use Google to find out how you can draw images to visualize animals, instead of simply drawing rectangles/ovals.

2. Statistics.
   a. Create a random number of cats, dogs and crows and add them to the zoo. Do something like the following:

   ```java
   for(int i=0; i < 20; i++) {
       double d = Math.random();
       if(d < 0.3)
           zoo.add(new Dog("karabas"+i));
       else if(d < 0.6)
           zoo.add(new Cat("mirnav"+i));
       else
           zoo.add(new Crow("karga"+i));
   }
   ```

   b. By going over the list of animals, count the number of dogs, cats and crows. Print the numbers you found. Do something like the following:

   ```java
   for(int i=0; i < animals.size(); i++) {
       Animal animal = animals.get(i);
       // How do you find out if animal is dog, cat, or crow?
   }
   ```