

---

Create a class Gadget that has two instance variable name (String-public), price (int-public), and a constructor to initialize them. Write a method aboutGadget() that prints a welcome message. Create another class Laptop that inherits from Gadget. Write a constructor Laptop() that sets the price as 50,000 by calling a superclass constructor. Create another class of your name, i.e AAC. It will extend the Laptop class. AAC() will set the name of the laptop as MSi. Override aboutGadget() method to provide a full description of the gadget.

**Topics here: Inheritance**

**Submission Process**

1. Write your ID below the diagram
2. Extract pdf of the diagram from draw.io
3. Attach the pdf file on the classroom
4. Pdf name will be your ID
5. **Late submission means no marking. Be careful.**