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Java Method Overriding

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Problem

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When a subclass inherits from a superclass, it also inherits its methods; however, it can also override the superclass methods (as well as declare and implement new ones). Consider the following Sports class:

```
class Sports{
    String getName(){
        return "Generic Sports";
    }
    void getNumberOfTeamMembers(){
        System.out.println( "Each team has n players in " + getName() );
    }
}
```

Next, we create a Soccer class that inherits from the Sports class. We can override the getName method and return a different, subclass-specific string:

```
class Soccer extends Sports{
    @Override
    String getName(){
        return "Soccer Class";
    }
}
```

Note: When overriding a method, you should precede it with the `@Override` annotation. The parameter(s) and return type of an overridden method must be exactly the same as those of the method inherited from the supertype.

Task

Complete the code in your editor by writing an overridden `getNumberOfTeamMembers` method that prints the same statement as the superclass' `getNumberOfTeamMembers` method, except that it replaces ***n*** with **11** (the number of players on a Soccer team).

Output Format

When executed, your completed code should print the following:

```
Generic Sports
Each team has n players in Generic Sports
Soccer Class
```

Author

Shafaet

Difficulty

Easy

Max Score

10

Submitted By

206936

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Each team has 11 players in Soccer Class

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Language

Java 7



```
1  import java.util.*;
2  class Sports{
3
4      String getName(){
5          return "Generic Sports";
6      }
7
8      void getNumberOfTeamMembers(){
9          System.out.println( "Each team has n players in " +
10         getName() );
11     }
12
13     class Soccer extends Sports{
14         @Override
15         String getName(){
16             return "Soccer Class";
17         }
18         @Override
19         void getNumberOfTeamMembers(){
20             System.out.println( "Each team has 11 players in " +
21             getName() );
22         }
23         // Write your overridden getNumberOfTeamMembers method
24         here
25     }
```

Line: 19 Col: 9

[Upload Code as File](#)[Test against custom input](#)**Run Code**[Submit Code](#)



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0%

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✓ Test case 0

Compiler Message

Success

Expected Output

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```
1 Generic Sports
2 Each team has n players in Generic Sports
3 Soccer Class
4 Each team has 11 players in Soccer Class
```