**PROGRAM 1**

Write a program to create interface A, in this interface, we have two methods meth1 and meth2. Implements this interface in another class named MyClass.

interface A

{

void meth1();

void meth2();

}

class MyClass implements A

{

public void meth1()

{

System.out.println("Implemented meth1()");

}

public void meth2()

{

System.out.println ("Implemented meth2()");

}

public static void main(String arg[])

{

MyClass ob = new MyClass();

ob.meth1();

ob.meth2();

}

}

**OUTPUT**

**PROGRAM 2**

Write a program in Java to create a Player class. Inherit the classes Cricket Player, Football \_Player, and Hockey Player from Player class.

**OUTPUT**

**PROGRAM 3**

Write a class Worker and derive classes DailyWorker and SalariedWorker from it. Every worker has a name and a salary rate. Write the method ComPay (int hours) to compute the weekly pay of every worker. A Daily Worker is paid on the basis of the number of days he/she works. The Salaried Worker gets paid the wage for 40 hours a week no matter what the actual hours are. Test this program to calculate the pay of workers. You are expected to use the concept of polymorphism to write this program.

**OUTPUT**

**PROGRAM 4**

Design a class employee of an organization. An employee has a name, empid, and salary. Write the default constructor, a constructor with parameters (name, empid, and salary) and methods to return name and salary. Also, write a method increaseSalary that raises the employee’s salary by a certain user-specified percentage. Derive a subclass Manager from the employee. Supply a test program that uses these classes and methods.

**OUTPUT**

**PROGRAM 5**

Write a JAVA program to implement constructor overloading.

**OUTPUT**