

Hands-on Assignments for Overriding / Polymorphism

Complete the below hands-on assignments before proceeding with the next Topic

No.	Hands-on Assignment	Topics Covered	Status
1	<p>Create a base class Fruit with name ,taste and size as its attributes.</p> <p>Create a method called eat() which describes the name of the fruit and its taste.</p> <p>Inherit the same in 2 other classes Apple and Orange and override the eat() method to represent each fruit taste.</p>	Inheritance / Overriding	<input type="checkbox"/>
2	<p>Write a program to create a class named shape. It should contain 2 methods, draw() and erase() that prints "Drawing Shape" and "Erasing Shape" respectively.</p> <p>For this class, create three sub classes, Circle, Triangle and Square and each class should override the parent class functions - draw () and erase () .</p> <p>The draw() method should print "Drawing Circle", "Drawing Triangle" and "Drawing Square" respectively. The erase() method should print "Erasing Circle", "Erasing Triangle" and "Erasing Square" respectively.</p> <p>Create objects of Circle, Triangle and Square in the following way and observe the polymorphic nature of the class by calling draw() and erase() method using each object.</p> <pre>Shape c=new Circle(); Shape t=new Triangle(); Shape s=new Square();</pre>	Polymorphism	<input type="checkbox"/>