

## Hands-on Assignments for Inheritance

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

No.	Hands-on Assignment	Topics Covered	Status
1	<p>Create a class named 'Animal' which includes methods like eat() and sleep().</p> <p>Create a child class of Animal named 'Bird' and override the parent class methods. Add a new method named fly().</p> <p>Create an instance of Animal class and invoke the eat and sleep methods using this object.</p> <p>Create an instance of Bird class and invoke the eat, sleep and fly methods using this object.</p>	Inheritance	<input type="checkbox"/>
2	<p>Create a class called Person with a member variable name. Save it in a file called Person.java</p> <p>Create a class called Employee that will inherit the Person class. The other data members of the Employee class are annual salary (double), the year the employee started to work, and the national insurance number which is a String. Save this in a file called Employee.java</p> <p>Your class should have the necessary constructors and getter/setter methods.</p> <p>Write another class called TestEmployee, containing a main method to fully test your class definition.</p>	Inheritance	<input type="checkbox"/>
3	<p>Create a school application with a class called Person. Create name and dateOfBirth as member variables.</p> <p>Create a class called Teacher that inherits from the Person class. The teacher will have additional properties like salary, and the subject that the teacher teaches.</p> <p>Create a class called Student that inherits from Person class. This class will have a member variable called studentId.</p> <p>Create a class called College Student that inherits from Student class. This class will have collegeName, the year in which the student is studying (first/second/third/fourth) etc.</p> <p>Create objects of each of these classes, invoke and test the methods that are available in these classes.</p>	Inheritance	<input type="checkbox"/>