



**SHRI VILEPARLE KELAVANI MANDAL'S
DWARKADAS J. SANGHVI COLLEGE OF ENGINEERING**
(Autonomous College Affiliated to the University of Mumbai)
NAAC ACCREDITED with "A" GRADE (CGPA : 3.18)



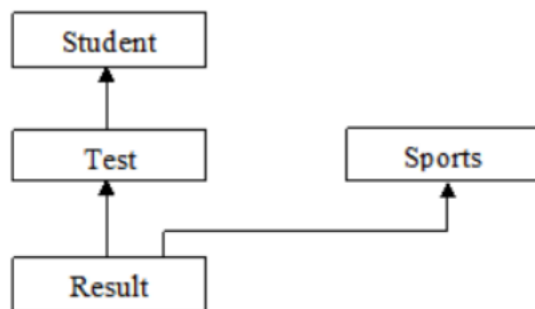
Object Oriented Programming using Java Laboratory (DJS22FEL22)

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EXPERIMENT NO – 8

Aim: To implement multiple inheritance using interfaces and method overriding.

Problem Statement 1: WAP to implement three classes namely Student, Test and Result. Student class has member as rollno, and read(). Test class has members as sem1_marks and sem2_marks and read(). Result class has member as total. Create an interface named sports that has a member score (). Derive Test class from Student and Result class has multiple inheritances from Test and Sports. Total is formula based on sem1_marks, sem2_mark and score.



CODE

```
import java.util.*;
class Student
{
    int roll;
    Scanner sc=new Scanner(System.in);
    public void read()
    {
        System.out.println("Enter roll number:");
        roll=sc.nextInt();
    }
}
class Test extends Student
{
    int sem1,sem2,sportMarks;
    public void read()
    {
        super.read();
        System.out.println("Enter Sem1 marks:");
        sem1=sc.nextInt();
        System.out.println("Enter Sem2 marks:");
        sem2=sc.nextInt();
    }
}
```



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```
interface Sports
{
    public abstract void read();
}
class Result extends Test implements Sports
{
    public void read()
    {
        super.read();
        System.out.println("Enter sports marks");
        sportMarks=sc.nextInt();
    }
    public void total()
    {
        System.out.println("Total marks of Ayush:"+(sem1+sem2+sportMarks));
    }
}
class EngineerMarks
{
    public static void main(String[] args)
    {
        Result Ayush=new Result();
        Ayush.read();
        Ayush.total();
    }
}
```

OUTPUT

```
C:\Users\ayush\Desktop\JAVA_assignment>javac EngineerMarks.java

C:\Users\ayush\Desktop\JAVA_assignment>java EngineerMarks
Enter roll number:
25
Enter Sem1 marks:
90
Enter Sem2 marks:
95
Enter sports marks
85
Total marks of Ayush:270
```



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Problem Statement 2:

Demonstrate that a variable is constant, method cannot be overridden, class cannot be inherited using final keyword

CODE:

```
class FinalVar
{
    public static void main(String[] args)
    {
        final int a=89;
        a=2;
        System.out.println(a);
    }
}
```

```
C:\Users\ayush\Desktop\JAVA_assignment>javac FinalVar.java
FinalVar.java:6: error: cannot assign a value to final variable a
        a=2;
        ^
1 error
```

```
final class A
{
    public final void show()
    {
        System.out.println("In A class");
    }
}
class B extends A
{
    public void show()
    {
        System.out.println("In B class");
    }
}
class FinalClass
{
    public static void main(String[] args)
    {
        B obj=new B();
        obj.show();
    }
}
```



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```
C:\Users\ayush\Desktop\JAVA_assignment>javac FinalClass.java
FinalClass.java:6: error: cannot assign a value to final variable a
    a=2;
    ^
1 error
```

```
final class A
{
    public final void show()
    {
        System.out.println("In A class");
    }
}
class B extends A
{
    public void show()
    {
        System.out.println("In B class");
    }
}
class FinalClass
{
    public static void main(String[] args)
    {
        B obj=new B();
        obj.show();
    }
}
```

```
C:\Users\ayush\Desktop\JAVA_assignment>javac FinalClass.java
FinalClass.java:8: error: cannot inherit from final A
class B extends A
    ^
FinalClass.java:10: error: show() in B cannot override show() in A
    public void show()
        ^
    overridden method is final
2 errors
```



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Problem Statement 3:

Demonstrate using a suitable example that a base class reference variable can point to a child class object using the concept of dynamic method dispatch.

CODE:

```
class A
{
    int a=89;
    public void display1()
    {
        System.out.println("In A class");
    }
}
class B extends A
{
    public void display2()
    {
        System.out.println("In A class");
    }
}
class Dispatch
{
    public static void main(String[] args)
    {
        A obj=new B();
        obj.display1();
        System.out.println(obj.a);
    }
}
```

```
C:\Users\ayush\Desktop\JAVA_assignment>javac Dispatch.java
```

```
C:\Users\ayush\Desktop\JAVA_assignment>java Dispatch
```

```
In A class
```

```
89
```



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Problem Statement 4:

WAP to create an object of a class, delete the same object by calling System.gc () and display a message that the "object has been deleted".

CODE:

```
class Circle
{
    public void display()
    {
        System.out.println("This s a circle");
    }
}
class Deletion
{
    public static void main(String args[])
    {
        Circle c=new Circle();
        c.display();
        c=null;
        System.gc();
        System.out.println("Object is deleted");
        //c.display();
    }
}
```

```
C:\Users\ayush\Desktop\JAVA_assignment>javac Deletion.java
```

```
C:\Users\ayush\Desktop\JAVA_assignment>java Deletion
```

```
This s a circle
```

```
Object is deleted
```