

1. Write a java program to implement the abstraction property.

```
abstract class Animal
```

```
{
```

```
    abstract void eat();
```

```
    abstract void speak();
```

```
    void something() {
```

```
        System.out.println("Something.");
```

```
    }
```

```
}
```

```
class Dog extends Animal {
```

```
    void eat() {
```

```
        System.out.println("Dog eats.");
```

```
    }
```

```
    void speak() {
```

```
        System.out.println("Dog barks.");
```

```
    }
```

```
}
```

```
class P1
```

```
{
```

```
    public static void main (String args[]) {
```

```
        Dog ob = new Dog();
```

```
        ob.eat();
```

```
        ob.speak();
```

```
        ob.something();
```

```
    }
```

```
}
```

OUTPUT

Dog eats.

Dog barks.

Something.

2. Write a java program to implement interface.

```
interface Animal {
```

```
    void eat();
```

```
    void speak();
```

```
}
```

```
class Cat implements Animal {
```

```
    public void eat() {
```

```
        System.out.println("Cat likes milk.");
```

```
    }
```

```
    public void speak() {
```

```
        System.out.println("Cat meows.");
```

```
    }
```

```
}
```

```
class P2
```

```
{
```

```
    public static void main (String args[]) {
```

```
        Cat ob = new Cat();
```

```
        ob.eat();
```

```
        ob.speak();
```

```
    }
```

```
}
```

OUTPUT

Cat likes milk.

Cat meows.

output doesn't
match code

3. Write a java program to implement multiple inheritance with the help of interface.

```

→ interface AnimalEat {
    void eat();
}


interface AnimalSpeak {
    void speak();
}

class Horse implements AnimalSpeak, AnimalEat {
    public void eat() {
        System.out.println("Horse chews straw.");
    }

    public void speak() {
        System.out.println("Horse neighs.");
    }
}

class P3
{
    public static void main (String args[]) {
        Horse ob = new Horse();
        ob.eat();
        ob.speak();
    }
}

```



OUTPUT

Horse chews straw.
Horse neighs.

4. Write a java program to implement the inheritance in interface.

→ interface Animal {

abstract void eat();

abstract void speak();

}

Class Rat implements Animal {

public void eat() {

System.out.println ("Rat eats.");

}

public void speak () {

System.out.println ("Rat squeaks.");

}

}

class P4 {

public static void main (String args[]) {

Rat ob = new Rat();

ob.eat();

ob.speak();

}

}

OUTPUT

Rat eats.

Rat Squeaks.

5. Write a java program to implement multiple inheritance using interface

→ interface AnimalEat {

void eat();

}

```
interface AnimalSpeak {
```

```
    void speak();
```

```
}
```

```
class Cat implements AnimalSpeak, AnimalEat {
```

```
    public void eat() {
```

```
        System.out.println ("Cat likes milk.");
```

```
    }
```

```
    public void speak() {
```

```
        System.out.println ("Cat meows.");
```

```
    }
```

```
}
```

```
class P5 {
```

```
    public static void main (String args[]) {
```

```
        Cat ob = new Cat();
```

```
        ob.eat();
```

```
        ob.speak();
```

```
    }
```

```
}
```

OUTPUT

Cat ~~likes~~ likes milk.

Cat meows.

6 Write a java program to implement super keyword in java.

→ class K {

```
    void display() {
```

```
        System.out.println ("Hello");
```

```
    }
```

```
}
```

```
class L extends K {
```

```
    public void meth() {
```

```

    Super.display();
}
}
class P6 {
    public static void main (String args []) {
        L obj = new L();
        obj.meth();
    }
}

```

OUTPUT

Hello

7. Write a java program to implement super() method ~~without~~ without parameter.

→

```

class A {
    void display() {
        System.out.println ("Hello");
    }
}

class B extends A {
    public void meth() {
        Super.display();
    }
}

class P7 {
    public static void main (String args []) {
        B obj = new B();
        obj.meth();
    }
}

```


OUTPUT

Hello

8 Write a Java program to implement super() method with parameter.

```

→ class A {
    void display (int b) {
        System.out.println ("You entered : " + b);
    }
}

class B extends A {
    public void meth (int a) {
        Super.display (a);
    }
}

class PB {
    public static void main (String args[]) {
        B obj = new B();
        obj.meth (7);
    }
}

```

OUTPUT

You entered: 7

9. Implementation of final keyword before a variable.

```

→ class A {
    public void meth () {
        final int k = 10;
        System.out.println (k);
    }
}

```

```

class P9 {
    public static void main (String args[]) {
        new A().meth();
    }
}

```

OUTPUT

10

10. Implementation of final keyword before a method.

```

→ class A {
    final void meth () {
        System.out.println ("Method!");
    }
}

```

```

class P10 {
    public static void main (String args[]) {
        new A().meth();
    }
}

```

OUTPUT

Method!

11. Implementation of final keyword before a method.

```

final class A {
    public void meth () {
        System.out.println ("Hello");
    }
}

```



```
class P11 {
```

```
    public static void main (String args[]) {
```

```
        new A().meth();
```

```
    }
```

```
}
```

OUTPUT

Hello

12. Create an interface called Player. The interface has an abstract method called play() that display a message describing the meaning of "play" to the class. Create classes called Child, Musician, and Actor that all implement Play. Create an application that demonstrates the use of the classes.

→ interface Player {

```
    void play();
```

```
}
```

```
class Child implements Player {
```

```
    public void play() {
```

```
        System.out.println ("A Child plays with toys");
```

```
    }
```

```
}
```

```
class Musician implements Player {
```

```
    public void play() {
```

```
        System.out.println ("A Musician plays an instrument.");
```

```
    }
```

```
}
```

```
class Actor implements Player {
```

```
    public void play() {
```

```

        System.out.println("An actor acts in a play.");
    }
}

```

Class Use Player \$

```

    public static void main(String args[]) {

```

```

        Player ob;

```

```

        ob = new Child();

```

```

        ob.play();

```

```

        ob = new Musician();

```

```

        ob.play();

```

```

        ob = new Actor();

```

```

        ob.play();
    }
}

```

OUTPUT

A child plays with toys.

A Musician plays an instrument.

An actor acts in a play.

13. Create an abstract class Accounts with the following details

Data Members: (a) Balance (b) account Number (c) account Holders Name
(d) address

Methods: (a) withdraw() - abstract, (b) deposit() - abstract

(c) display() to show the balance of the account Number

Create a subclass of this class SavingsAccount and add the following details:

Data Members: (a) rateOf Interest

Methods: (a) calculateAmount()

```
import java.io.*;
```

```
abstract class Accounts {
```

```
    double balance;
```

```
    long accountNumber;
```

```
    String accountHolderName = new String();
```

```
    Accounts (long ac, String name, double bal, String add) {
```

address is
not defined

```
        accountNumber = ac;
```

```
        balance = bal;
```

```
        accountHolderName = name;
```

```
        address = add;
```

```
    }
```

```
    abstract void withdrawl (double d);
```

```
    abstract void deposit (double d);
```

```
    void display () {
```

```
        System.out.println ("Available Balance: " + balance);
```

```
    }
```

```
}
```

```
class SavingsAccount extends Accounts {
```

```
    SavingsAccount (long ac, String name, double bal, String add) {
```

```
        super (ac, name, bal, add);
```

```
    }
```

```
    final double rateOfInterest = 3.5;
```

```
    void calculateAmount () {
```

```
        super.balance += rateOfInterest / 100 * super.balance;
```

```
    }
```

```

void withdraw (double amt) {
    Super.balance -= amt;
}

void deposit (double amt) {
    Super.balance += amt;
}

```

```

}

```

```

class P13 {

```

```

    public static void main (String args[]) throws IOException {
        BufferedReader br = new BufferedReader (new
        InputStreamReader (System.in));

```

```

        String n = new String ();

```

```

        long ach;

```

```

        double b, a;

```

```

        String add = new String ();

```

```

        int ch;

```

```

        System.out.print ("Enter Account Number: ");

```

```

        ach = Long.parseLong (br.readLine());

```

```

        System.out.print ("Enter Name: ");

```

```

        n = br.readLine();

```

```

        System.out.print ("Enter Address: ");

```

```

        add = br.readLine();

```

```

        System.out.print ("Enter Initial Amount: ");

```

```

        b = Double.parseDouble (br.readLine());

```

```

        Savings Account ob = new Savings Account (ach, n,
        b, add);

```

while (true) {

System.out.print("1. Deposit 2. Withdraw 3. Display
Balance 4. Exit \nEnter Choice : ");

ch = Integer.parseInt(br.readLine());

switch (ch)

{

Case 1:

System.out.print("Enter amount : ");

a = Double.parseDouble(br.readLine());

ob.deposit(a);

break;

Case 2:

System.out.print("Enter amount : ");

a = Double.parseDouble(br.readLine());

ob.withdraw(a);

break;

~~Case 3:~~

~~System.out.print("Enter amount : ");~~

Case 3:

ob.calculateAmount();

ob.display();

break;

Case 4:

System.out.print("Thank You");

System.exit(0);

default:

System.out.println("Invalid Input");

}


```
}  
}  
}
```

OUTPUT

Enter Account Number : 3045612

Enter Name : Indranil

Enter Address : Kolkata

Enter Initial Amount : 4000

1. Deposit 2. Withdraw 3. Display Balance 4. Exit

Enter Choice : 1

Enter amount : 3000

1. Deposit 2. Withdraw 3. Display Balance 4. Exit

Enter Choice : 2

Enter Amount : 1000

1. Deposit 2. Withdraw 3. Display Balance 4. Exit


Enter Choice : 3

Available Balance : 6210.0

1. Deposit 2. Withdraw 3. Display Balance 4. Exit

Enter Choice : 4

Thank You


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