

Chapter 11 - Practise Set

- 1 Create an abstract class Pen with methods write() and refill() as abstract methods
- 2 Use the Pen Class from Q1 to create a concrete class FountainPen with additional method changeNib()
- 3 Create a class Monkey with jump() and bite() methods. Create a class Human which inherits this Monkey class and implements BasicAnimal interface with eat() and sleep() methods.
- 4 Create a class TelePhone with ring(), lift() and disconnect() methods as abstract methods. Create another class SmartTelephone and demonstrate polymorphism
- 5 Demonstrate polymorphism using monkey class from Ques3.
- 6 Create an Interface TVRemote and use it to inherit another Interface SmartTVRemote.
- 7 Create a Class Tv which implements TVRemote interface from Q6