



EXPERIMENT – 2.2

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Section/Group: 608 (B)

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Subject Name: OOP using JAVA

Subject Code: 21CSH-218

1. **Aim of the practical:** Hacker Rank problems related to Method Overriding.

2. **Objective:**

- Write an overridden *getNumberOfTeamMembers* method that prints the same statement as the superclass' *getNumberOfTeamMembers* method, except that it replaces with (the number of players on a Soccer team).

Expected Output:

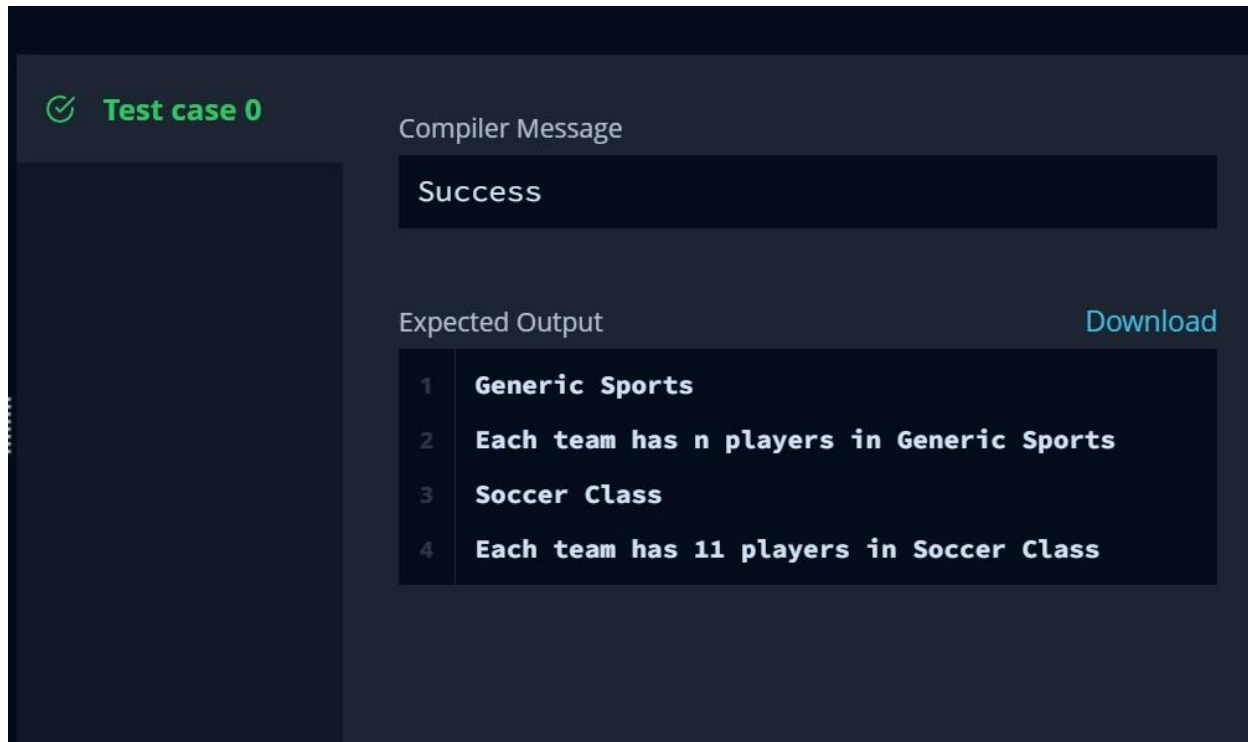
```
Generic Sports
Each team has n players in Generic Sports
Soccer Class
Each team has 11 players in Soccer Class
```

3. Program Code:

```
import
java.util.*;
class Sports
{
    String getName()
    {
        return "Generic Sports";
    }
    void getNumberOfTeamMembers()
    {
        System.out.println( "Each team has n players in " + getName() );
    }
}
class Soccer extends Sports
{ //Override
    String
    getName()
    {
        return "Soccer Class";
    }
    void getNumberOfTeamMembers()
    {
        System.out.println( "Each team has 11 players in " + getName() );
    }
}
public class Solution
{
    public static void main(String []args)
    {
        Sports c1 = new
```

```
Sports(); Soccer c2
= new Soccer();
System.out.println(c1.getName());
c1.getNumberOfTeamMembers();
System.out.println(c2.get
Name());c2.getNumberOfTeamMembers();
}
}
```

4. Output:



The screenshot shows a test case result interface. On the left, there is a green checkmark icon and the text "Test case 0". On the right, there is a "Compiler Message" section with a "Success" message. Below this, there is an "Expected Output" section with a "Download" link. The expected output is displayed in a list format with line numbers 1 through 4.

Test case 0

Compiler Message

Success

Expected Output [Download](#)

- 1 Generic Sports
- 2 Each team has n players in Generic Sports
- 3 Soccer Class
- 4 Each team has 11 players in Soccer Class