1. Create a inheritance class. (Super class as Vehicle and 2 subclasses Car and Bike and inherit the Vehicle class methods)



Output

Class Car

Class Bike

Class Vehicle

1. Depict programmatically the Method overloading and Method overriding concepts.

**overloading**



Output

7

**overriding**



Out put

eating bead…

1. Create an abstract class and extend that class and try to create the object of the abstract class in a program and execute.



Output

Abstract class