Object Oriented Programming in JAVA

Practical No.:- 7

Q.7] A vehicle has engine no and chassis number. It can be locked, unlocked. Every vehicle is movable (interface). It can be started, stopped, turned, accelerated, turned, and decelerated. A car is a vehicle. It has steering. An airplane is a vehicle. It has wings. A boat is a vehicle. It has propeller.

Code:-

```
package com.Mars.abhishek;
                  //******
interface VehicleProperties{
  void start();
  void stop();
  void accelerate();
  void decelerate();
   void turn();
                  //****
class Vehicle implements VehicleProperties {
   int engineNo , chassisNo ;
   public void start() {
      System.out.println("It can be started.");
   public void stop() {
      System.out.println("It can be stopped.");
   public void accelerate() {
      System.out.println("It can be accelerated.");
   public void decelerate() {
      System.out.println("It can be decelerated.");
   public void turn() {
      System.out.println("It can be turned.");
}
                 //****
class Car extends Vehicle{
   Car(int en,int cn) {
      engineNo = en;
      chassisNo = cn;
   public void steering() {
      System.out.println("----Car----"+'\n'+"It has steering.");
}
              //*****
class Boat extends Vehicle{
   Boat(int en,int cn) {
       engineNo = en;
       chassisNo = cn;
    public void propeller() {
       System.out.println("----Boat-----"+'\n'+"It has propeller.");
```

```
}
  }
               //******
class Airplane extends Vehicle{
     Airplane(int en,int cn) {
           engineNo = en;
           chassisNo = cn;
  public void wings(){
   System.out.println("----Airplane-----"+'\n'+"It has wings.");
}
                      //*****
public class Main{
  public static void main(String[] args) {
         Car c = new Car(1234,56789);
        Boat b = new Boat(2345, 67890);
        Airplane a = new Airplane(3456,78901);
        c.steering();
        c.start();
         c.turn();
         c.accelerate();
         c.decelerate();
        c.stop();
        b.propeller();
        b.start();
        b.turn();
        b.accelerate();
        b.decelerate();
        b.stop();
         a.wings();
         a.start();
         a.turn();
         a.accelerate();
         a.decelerate();
         a.stop();
  }
}
```

Output:-

```
"C:\Program Files\Java\jdk1.8.0 212\bin\java" ...
-----Car-----
It has steering.
It can be started.
It can be turned.
It can be accelerated.
It can be decelerated.
It can be stopped.
-----Boat-----
It has propeller.
It can be started.
It can be turned.
It can be accelerated.
It can be decelerated.
It can be stopped.
-----Airplane-----
It has wings.
It can be started.
It can be turned.
It can be accelerated.
It can be decelerated.
It can be stopped.
Process finished with exit code 0
```