

Aim:

Write a program to demonstrate the uses of **super** keyword (three uses)

Create classes 'Vehicle' (with constructor and method) and 'Car' (inherit from 'Vehicle' with extra field). Employ 'super' to call superclass constructor, invoke a method, and access a variable. Implement a main method for user input, creating a 'Car' instance, displaying info, and starting the engine.

Source Code:

q17213/Main.java

```
package q17213;
import java.util.*;
class Vehicle
{
    String name;
    int year;
    Scanner S = new Scanner(System.in);
    void Vehicle()
    {
        System.out.print("Enter the car name:");
        name = S.nextLine();
        System.out.print("Enter the year of car:");
        year = S.nextInt();
    }
    void EngineInfo()
    {
        System.out.println("Starting Car Engine:");
        System.out.println("Engine started");
        System.out.println("Car engine started");
    }
}
class Car extends Vehicle
{
    void carDetails()
    {
        System.out.println("Displaying Car Information:");
        System.out.println("Name:"+super.name);
        System.out.println("Year:"+super.year);
    }
    void EngineInfo()
    {
        super.EngineInfo();
    }
}
class Main
{
    public static void main(String args[])
    {
        Car C = new Car();
        C.Vehicle();
        C.carDetails();
        C.EngineInfo();
    }
}
```

```
}  
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
Enter the car name: BMW
Enter the year of car: 2022
Displaying Car Information:
Name:BMW
Year:2022
Starting Car Engine:
Engine started
Car engine started

Test Case - 2
User Output
Enter the car name: Ford Probe
Enter the year of car: 2021
Displaying Car Information:
Name:Ford Probe
Year:2021
Starting Car Engine:
Engine started
Car engine started