1. Mixed :-

```
import water.* ;
Class mixed extends Sea-water
{
Public static void main (string ar [])
{
Sea_Water sw=new sea_water();
Sw·Saltlevel();
Sw·fishType();
}
}
```

2. River_Water :-

A.
```java
Package Water;
public class River_Water
{
  Protected void Saltlevel()
  {
    System.out.Println("Salt level is above 20");
  }

  Protected void FishType()
  {
    System.out.Println("jelly fish lives here");
  }
  Public static void main(String ar[])
  {
    River_Water rw=new River_water();
    rw.saltlevel();
    rw.FishType();
  }
}
```

3 Sea-Water :-

```java
Package water;
Public class sea_water
{
Friend void saltlevel()
{
System.out.Println("salt level is above 10");
}
Public void fishType()
{
System.out.println("star fish lives here");
}
Public static void main(String ar[])
{
Sea_water sw=new Sea_water();
sw.saltlevel();
sw.fishType();
}
}
```

4. Lake_water:-

```java
Package water;
Public class lake_water
{
Protected void saltlevel()
{
System.out.println("salt level is above 30");
}
Protected void fishType()
{
System.out.println("gold fish lives here");
}
Public static void main(String ar[]);
lw.saltlevel();
lw.fishType();
}
}
```