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Section: BSCS-6C

LAB NO: 6

**Source Code:**

package lab.pkg6;

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public class Rocket {

//instance variables of main class

public String Noise;

public String Fuel;

public String Remote\_Port;

//Staging method

public void Staging(){

}

//combustion

public void Combustion(){

}

}

class Engine extends Rocket{

//instant variables

public String Jet\_Propulsion;

public String Mono\_Propellant;

public String Injection;

//Cooling Methods

public void Cooling(){

}

//Throtting Method

public void Throtting(){

}

}

class Propellant extends Rocket {

//Instant Variables

public String Kerosene;

public String Liquid\_Oxygen;

//Burning methode

public void Burning(){

}

}

class Fins extends Rocket {

//Stability methode

public void Stability(){

}

}

class Gyooscope extends Rocket {

//Gyooscope Method

public void Gyooscope(){

}

}

class Missile extends Rocket{

//instant Variables

public String Navigation\_System;

public String Attacking\_System;

public String Flight\_System;

//Release Method

public void Release(){

}

//Attackig method

public void Attacking(){

}

//Chasing Method

public void Chasing(){

}

}

class Jet\_Pack extends Rocket{

//instant variables

public String Fuel;

public String Jet\_Packs;

public String Transparent;

//Limited Operating method

public void Limited\_Operating(){

}

//Combustion Method

public void Combustion(){

}

}

class Rocket\_Sleds extends Rocket{

//instant variables

public String slippers;

//Rail Road method

public void Rail\_Road(){

}

//Endurance Method

public void Endurance(){

}

}

class Rocket\_Train extends Rocket{

//insatant variables

public String Powered\_Glider;

public String Launching\_System;

//Powered Glide methode

public void Powered\_Glide(){

}

//Release method

public void Release(){

}

}

class Ballestic extends Missile{

//instant variables

public String Launching;

public String Trajectory;

//Air launch method

public void Air\_Launch(){

}

//With Engine Method

public void With\_Engine(){

}

//Without Engine Method

public void Without\_Method(){

}

}

class Anti\_Ship extends Missile{

//instant variables

public String Guided;

//Wire Guidance method

public void Wire\_Guidance(){

}

}

class Cruise extends Missile{

//instant variables

public String Effective\_Result;

public String High\_Sound;

//Ground attack method

public void Ground\_Attack(

}

}

**UML Class Diagram:**

