

Aim:

Create a class named **NumberIn** with the following attributes:

- An int variable **num**.
- A method **inputNum()** that takes user input for the number.

Create a class named **SquareOut** that inherits from **NumberIn** and has the following characteristics:

- A method **displaySquare()** that prints the square of the entered number to the console.

Note: The main class has been provided to you in the editor.

Source Code:

q23112/MainFunction.java

```
package q23112;
import java.util.Scanner;
class NumberIn{
    protected int num;
    public void inputNum(){
        Scanner scanner = new Scanner(System.in);
        System.out.print("Enter number: ");
        num = scanner.nextInt();
    }
}
class SquareOut extends NumberIn{
    public void displaySquare() {
        int square = num*num;
        System.out.println(square);
    }
}

public class MainFunction {
    public static void main(String[] args) {
        SquareOut squareout = new SquareOut();
        squareout.inputNum();
        squareout.displaySquare();
    }
}
```

Execution Results - All test cases have succeeded!

Test Case - 1
User Output
Enter number: 9
81

Test Case - 2
User Output
Enter number: 15

