

Develop simple java and JS based program to show is-a, has-a, uses-a relationship

```
class Vehicle {  
    String type;  
    Vehicle(String type) {  
        this.type = type;  
    }  
    void displayInfo() {  
        System.out.println("Type: " + this.type);  
    }  
}  
  
class Car extends Vehicle {  
    String brand;  
    Car(String type, String brand) {  
        super(type);  
        this.brand = brand;  
    }  
    void displayInfo() {  
        super.displayInfo();  
        System.out.println("Brand: " + this.brand);  
    }  
}  
  
class Garage {  
    Vehicle[] vehicles;  
    Garage(Vehicle[] vehicles) {  
        this.vehicles = vehicles;  
    }  
    void displayAllVehicles() {  
        System.out.println("All Vehicles in Garage:");  
        for (Vehicle vehicle : vehicles) {
```

```

        vehicle.displayInfo();
    }
}
}

```

```

class Mechanic {
    Garage garage;
    Mechanic(Garage garage) {
        this.garage = garage;
    }
    void repairVehicle(String type) {
        System.out.println("Repairing vehicle of type: " + type);
        for (Vehicle vehicle : garage.vehicles) {
            if (vehicle.type.equals(type)) {
                System.out.println("Vehicle of type " + type + " repaired.");
                return;
            }
        }
        System.out.println("No vehicle of type " + type + " found in the garage.");
    }
}

```

```

public class Main {
    public static void main(String[] args) {
        Vehicle car1 = new Car("Car", "Toyota");
        Vehicle car2 = new Car("Car", "Honda");
        Vehicle bike1 = new Vehicle("Bike");
        Vehicle[] vehicles = {car1, car2, bike1};
        Garage garage = new Garage(vehicles);
        Mechanic mechanic = new Mechanic(garage);
        garage.displayAllVehicles();
    }
}

```

```
        mechanic.repairVehicle("Car");  
        mechanic.repairVehicle("Truck");  
    }  
}
```

Java script

```
class Vehicle {  
    constructor(type) {  
        this.type = type;  
    }  
    displayInfo() {  
        console.log("Type: " + this.type);  
    }  
}
```

```
class Car extends Vehicle {  
    constructor(type, brand) {  
        super(type);  
        this.brand = brand;  
    }  
    displayInfo() {  
        super.displayInfo();  
        console.log("Brand: " + this.brand);  
    }  
}
```

```
class Garage {  
    constructor(vehicles) {  
        this.vehicles = vehicles;  
    }  
    displayAllVehicles() {
```

```

        console.log("All Vehicles in Garage:");
        this.vehicles.forEach(vehicle => {
            vehicle.displayInfo();
        });
    }
}

```

```

class Mechanic {
    constructor(garage) {
        this.garage = garage;
    }
    repairVehicle(type) {
        console.log("Repairing vehicle of type: " + type);
        for (let vehicle of this.garage.vehicles) {
            if (vehicle.type === type) {
                console.log("Vehicle of type " + type + " repaired.");
                return;
            }
        }
        console.log("No vehicle of type " + type + " found in the garage.");
    }
}

```

```

const main = () => {
    const car1 = new Car("Car", "Toyota");
    const car2 = new Car("Car", "Honda");
    const bike1 = new Vehicle("Bike");
    const vehicles = [car1, car2, bike1];
    const garage = new Garage(vehicles);
    const mechanic = new Mechanic(garage);
    garage.displayAllVehicles();
}

```

```
    mechanic.repairVehicle("Car");  
    mechanic.repairVehicle("Truck");  
};  
main();
```