```
Create a class Mobile with constructor and a method basicMobile().
Create a subclass CameraMobile which extends Mobile class , with constructor and a method newFeature().
Create a subclass AndroidMobile which extends CameraMobile, with constructor and a method androidMobile().
display the details of the Android Mobile class by creating the instance. .
class CameraMobile extends Mobile {
class AndroidMobile extends CameraMobile {
}
expected output:
Basic Mobile is Manufactured
Camera Mobile is Manufactured
Android Mobile is Manufactured
Camera Mobile with 5MG px
Touch Screen Mobile is Manufactured
For example:
 Result
 Basic Mobile is Manufactured
Camera Mobile is Manufactured
 Android Mobile is Manufactured
 Camera Mobile with 5MG px
Touch Screen Mobile is Manufactured
```

```
1 + class Mobile{
            public Mobile(){
                System.out.println("Basic Mobile is Manufactured");
           }
        class CameraMobile extends Mobile{
   CameraMobile(){
  8
9
10
                System.out.println("Camera Mobile is Manufactured");
           public void newFeature(){
    System.out.println("Camera Mobile with 5MG px");
}
  11 <sub>1</sub>
  public Android(){
    System.out.println("Android Mobile is Manufactured");
  18
19
20
21
22
            void androidMobile(){
                System.out.println("Touch Screen Mobile is Manufactured");
           }
        class prog{
   public static void main(String args[]){
  23 1
24 1
25
26
27
               Android o=new Android();
o.newFeature();
o.androidMobile();
  28
29 }
```

	Expected	Got	
~	Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with 5MG px Touch Screen Mobile is Manufactured	Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with SMG px Touch Screen Mobile is Manufactured	~
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Create a class known as "BankAccount" with methods called deposit() and withdraw().

Create a subclass called SavingsAccount that overrides the withdraw() method to prevent withdrawals if the account balance falls below one hundred.

For example:

```
Result

Create a Bank Account object (A/c No. BA1234) with initial balance of $500:
Deposit $1000 into account BA1234:
New balance after depositing $1000: $1500.0
Withdraw $6000 from account BA1234:
New balance after withdrawing $600: $900.0
Create a SavingsAccount object (A/c No. SA1000) with initial balance of $300:
Try to withdraw $250 from SA1000!
Whinimum balance of $100 required!
Balance after trying to withdraw $250: $300.0
```

```
1 - class BankAccount {
              private String accountNumber;
private double balance;
3
              public BankAccount(String accountNumber, double balance){
  6
7
                    this.accountNumber=accountNumber;
                   this.balance=balance;
  8
             // Method to deposit an amount into the account public void deposit(double amount) {
    // Increase the balance by the deposit amount
 10
 11
12
 13
14
                    balance+=amount;
 15
16
              public void withdraw(double amount) {
 17
                 if (balance >= amount) {
    balance -= amount;
 19
20
                  System.out.println("Insufficient balance");
}
 22
23
24
25
26
27
              // Method to get the current balance
              public double getBalance() {
    // Return the current balance
 28
                    return balance:
 30
31
             }
        class SavingsAccount extends BankAccount {
 32
              // Constructor to initialize account number and balance
public SavingsAccount(String accountNumber, double balance) {
    // Call the parent class constructor
    super(accountNumber,balance);
 33
34
 35
36
37
 38
 39
40
              // Override the withdraw method from the parent class
             Override

public void withdraw(double amount) {

// Check if the withdrawal would cause the balance to drop below $100

if (getBalance() - amount < 100) {

// Print a message if the minimum balance requirement is not met
 41
 43
45
```

```
if (getBalance() - amount < 100) {
    // Print a message if the minimum balance requirement is not met</pre>
44 +
45
                          System.out.println("Minimum balance of $100 required!");
46
                   } else {
// Call the parent class withdraw method
48
49
                         super.withdraw(amount);
50
51
52
53
54 •
       class prog {
55
56
57
58
59
             public static void main(String[] args) {
                   lic static void main(String[] args) {
   // Print message to indicate creation of a BankAccount object
   System.out.println("Create a Bank Account object (A/c No. BA1234) with initial balance of $500:");
   // Create a BankAccount object (A/c No. "BA1234") with initial balance of $500
BankAccount BA1234 = new BankAccount("BA1234", 500);
60
61
                   // Print message to indicate deposit action
                   System.out.println("Deposit $1000 into account BA1234:"); // Deposit $1000 into account BA1234
62
63
64
                   BA1234.deposit(1000);
65
66
67
68
                   System.out.println("New balance after depositing $1000: $"+ BA1234.getBalance());
                   // Print the new balance after deposit
69
70
                   // Print message to indicate withdrawal action
System.out.println("Withdraw $600 from account BA1234:");
71
72
                    // Withdraw $600 from account BA1234
73
74
75
76
77
                   BA1234.withdraw(600);
                   // Print the new balance after withdrawal
System.out.println("New balance after withdrawing $600: $" + BA1234.getBalance());
78
79
                    // Print message to indicate creation of another SavingsAccount object
                   System.out.println("Create a SavingsAccount object (A/c No. SA1000) with initial balance of $300:");

// Create a SavingsAccount object (A/c No. "SA1000") with initial balance of $300
SavingsAccount SA1000 = new SavingsAccount("SA1000", 300);
80
81
82
                    // Print message to indicate withdrawal action
84
                   // Find message to indicate withdrawa action
System.out.println("Try to withdraw $250 from SA1000!");
// Withdraw $250 from SA1000 (balance falls below $100)
85
86
87
88
                   SA1000.withdraw(250);
// Print the balance after attempting to withdraw $250
                    System.out.println("Balance after trying to withdraw $250: $" + SA1000.getBalance());
89
90
```

	Expected	Got		
~	Create a Bank Account object (A/c No. BA1234) with initial balance of \$500: Deposit \$1000 into account BA1234: New balance after depositing \$1000: \$1500.0 Withdraw \$600 from account BA1234: New balance after withdrawing \$600: \$900.0 Create a SavingsAccount object (A/c No. SA1000) with initial balance of \$300: Try to withdraw \$250 from SA1000! Winimum balance of \$100 required! Balance after trying to withdraw \$250: \$300.0	Create a Bank Account object (A/c No. BA1234) with initial balance of \$500 Deposit \$1000 into account BA1234: New balance after depositing \$1000: \$1500.0 Withdraw \$600 from account BA1234: New balance after withdrawing \$600: \$900.0 Create a SavingsAccount object (A/c No. SA1000) with initial balance of \$300 Try to withdraw \$250 from SA1000! Wininum balance of \$100 required! Balance after trying to withdraw \$250: \$300.0		
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```
create a class called College with attribute String name, constructor to initialize the name attribute, a method called Admitted(). Create a subclass called CSE that extends
Student class, with department attribute, Course() method to sub class. Print the details of the Student.
College:
String collegeName;
public College() { }
public admitted() { }
Student:
String studentName;
String department;
public Student(String collegeName, String studentName,String depart) { }
public toString()
Expected Output:
A student admitted in REC
CollegeName: REC
StudentName : Venkatesh
Department : CSE
For example:
 Result
 A student admitted in REC
 CollegeName : REC
StudentName : Venkatesh
Department : CSE
```

```
1 | class College
    protected String collegeName;
 public College(String collegeNameP) {
    // initialize the instance variables
    collegeName= collegeNameP;
public void admitted() {
    System.out.println("A student admitted in "+collegeName);
}
11
12
13
14
    } class Student extends College{
15
16
17
    String studentName;
String depart;
studentName=studentNameP;
depart=departP;
22
23
24
25
26
27
28
     public String toString(){
    // return the details of the student
    return "CollegeName : "+collegeName+"\nStudentName : "+studentName+"\nDepartment : "+depart ;
29
30
31
32
33
36
37
38
39
40
              s1.admitted();
System.out.println(s1.toString());
                                                                 // invoke the admitted() method
40 }
41 }
```