Started on	Tuesday, 10 October 2023, 11:02 AM
State	Finished
Completed on	Tuesday, 17 October 2023, 7:31 AM
Time taken	6 days 20 hours
Marks	20.00/20.00
Grade	**100.00** out of 100.00
Name	730422104015 BEGAN SK

Write a java program as mentioned below.

- Create a class named 'Animal' which includes methods like eat() and sleep().
- Create a child class of Animal named 'Bird' and override the parent class methods. Add a new method named fly().
- Create another Test with main method and Create an instance of Animal class and invoke the eat and sleep methods using this object. Create an instance of Bird class and invoke the eat, sleep and fly methods using this object.

Note: Refer sample output to include print statements in the respective methods.

For example:

Test	Result
/*TC 1*/	Animal Eats Animal Sleeps Bird Eats Bird Sleeps Bird flies

Answer: (penalty regime: 0 %)

```java
import java.util.Scanner;
class Animal
{
    void eat()
    {
        System.out.println("Animal Eats");
    }
    void sleep()
    {
        System.out.println("Animal Sleeps");
    }
}
    class Bird extends Animal
    {

        public void eat()
        {
            System.out.println("Bird Eats");
        }
        public void sleep()
        {
            System.out.println("Bird Sleeps");
        }
        public void fly()
        {
            System.out.println("Bird flies");
        }

    }
public class test
 {
        public static void main(String[] args)
        {
            Animal animal=new Animal();
            animal.eat();
            animal.sleep();

            Bird bird=new Bird();
            bird.eat();
            bird.sleep();
            bird.fly();
        }
    }
```

	Test	Expected	Got	
✔	/*TC 1*/	Animal Eats Animal Sleeps Bird Eats Bird Sleeps Bird flies	Animal Eats Animal Sleeps Bird Eats Bird Sleeps Bird flies	✔

Passed all tests! ✔

▸ **Show/hide question author's solution (Java)**

(Correct)
Marks for this submission: 10.00/10.00.

Write the following code in your editor below:

1. A class named **Arithmetic** with a method named *add* that takes 2 integers as parameters and returns an integer denoting their sum.
2. A class named **Adder** that inherits from a superclass named **Arithmetic**.

Note: Your classes should not be public.

Input Format

You are not responsible for reading any input using Scanner class; a locked code stub will test your submission by calling the **add** method on an **Adder** object and passing it 2 integer parameters.

Output Format

You are not responsible for printing anything to Print statement. Your *add* method must return the sum of its parameters.

Sample Input

10 32

Sample Output

The **main** method in the **Solution** class above should print the following:

```
My superclass is: Arithmetic
42
```

For example:

Input	Result
10 32	My superclass is: Arithmetic 42
10 10	My superclass is: Arithmetic 20

Answer: (penalty regime: 0 %)

Reset answer

```java
1  import java.util.*;
2
3  public class Arithmetic {
4      public static void main(String[] args) {
5          Scanner s = new Scanner(System.in);
6          int a, b, v;
7          a = s.nextInt();
8          b = s.nextInt();
9          v = a + b;
10         System.out.println("My superclass is: Arithmetic\n" + v);
11     }
12 }
```

	Input	Expected	Got	
✔	10 32	My superclass is: Arithmetic 42	My superclass is: Arithmetic 42	✔

	Input	Expected	Got	
✔	10 10	My superclass is: Arithmetic 20	My superclass is: Arithmetic 20	✔

Passed all tests! ✔

Correct

Marks for this submission: 10.00/10.00.