ASSIGNMENT DAY-3

1. Class Patient

Instance methods in patient are

Class CPU

* Create a profile
* Check for the disease
* Ask for patient id
* Get medicine

1. Public instance members

Class CPU

Private Instance Members

* Mother Board
* RAM
* Arthmetic logic unit
* Control unit
* Operating system
* Capacitor
* Transistor
* Register

Public Instance Members

* Keyboard
* Mouse
* Touch-Screen
* Microphone
* Web cam
* Speech input

1. Static Members of media class

Class Media

* Television
* Radio
* Newspaper

In all these types of media once the content is printed or broadcasted they cant be changed even if changes are required in them hence they are static members.

1. Given a class named Calculator & its derived classes named Standard and Scientific**,** identify the method which can be overridden by the derived classes.

In overrideing parent class and child classs have the same method name but different implementation in the above example parent class calulators and child classes “scientific” and “standard” have the same method that is “sub".but implementation or the body is different

Class Calculator

{

Void sub()

{  
int a = 5,int b = 6;

Int c =a – b;

Syste.out.println(“Substraction result is:”,c);

}

}  
class standard extends calculators

{  
void sub(int a,int b)

{

Int c =a – b;

System.out.println(“substraction result is:”, c);

}

}

Class scientific extends calculator

{

Void sub()

{

Int a=5,intb=6;

Syste.out.println(“Substraction result is:”,a-b);

}

}

Class math

{

Public static void main(“calculator args[]}

* If subclass (child class) has the same method as declared in the parent class, it is known as **method overriding in Java.**
* In other words, If a subclass provides the specific implementation of the method that has been declared by one of its parent class, it is known as method overriding.

1. Given the classes Bird, Superman, Aeroplane and Missile**,** identify the usage of interfaces here.

* The impements key word is used to implement an interface .

interface Fly

{

public void flyHigh();

}

class Bird implements Fly

{

public void flyHigh()

{

System.out.println(" Bird is flying");

}

}

class Superman implements Fly

{

public void flyHigh()

{

System.out.println(" superman is flying");

}

}

class Aeroplane implements Fly

{

public void flyHigh()

{

System.out.println(" Aeroplane is flying");

}

}

class Missile implements Fly

{

public void flyHigh()

{

System.out.println (" Missile is flying");

}

}

* The classes bird, superman, aeroplane and missile have same features fly to travel from one place to another,.
* They all fly at some certain height and their food is fuel but their way of flying and the height and speed at which they fly is different.
* even the food is different for all(Bird, Superman, Aeroplane, Missile ) of them.