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**Date:24-05-2022**

**Object Oriented Programming LAB**

**Experiment No: 13**

**Aim**

Write a program has class Publisher, Book, Literature and Fiction. Read the information and print the details of books from either the category, using inheritance.

**Procedure**

import java.util.Scanner;

class Publisher{

int p\_id;

String p\_name;

Publisher(int p\_id,String p\_name){

this.p\_id=p\_id;

this.p\_name=p\_name;

}

}

class Book extends Publisher{

int b\_id;

String b\_name;

Book(int p\_id, String p\_name, int b\_id, String b\_name){

super(p\_id, p\_name);

this.b\_id=b\_id;

this.b\_name=b\_name;

}

}

class Literature extends Book{

String cat;

Literature(int p\_id, String p\_name, int b\_id, String b\_name){

super(p\_id, p\_name, b\_id, b\_name);

this.cat="Literature";

}

void Display4(){

System.out.println("publisher id is "+this.p\_id);

System.out.println("publisher name is "+ this.p\_name);

System.out.println("book id is" +this.b\_id);

System.out.println("book name is "+ this.b\_name);

System.out.println("category name is "+this.cat);

}

}

class Fiction extends Book{

String cat;

Fiction(int p\_id, String p\_name, int b\_id, String b\_name){

super(p\_id, p\_name, b\_id, b\_name);

this.cat="Fiction";

}

void Display4(){

System.out.println("publisher id is "+this.p\_id);

System.out.println("publisher name is "+ this.p\_name);

System.out.println("book id is" +this.b\_id);

System.out.println("book name is "+ this.b\_name);

System.out.println("category name is "+this.cat);

}

}

public class CO34 {

public static void main(String[] args){

int p\_id, b\_id;

String p\_name, b\_name;

Scanner s=new Scanner(System.in);

System.out.println("enter the p\_id");

p\_id=s.nextInt();

System.out.println("enter the p\_name");

p\_name=s.next();

System.out.println("enter the b\_id");

b\_id=s.nextInt();

System.out.println("enter the b\_name");

b\_name=s.next();

Literature lit=new Literature(p\_id, p\_name, b\_id, b\_name);

Fiction fic=new Fiction(p\_id, p\_name, b\_id, b\_name);

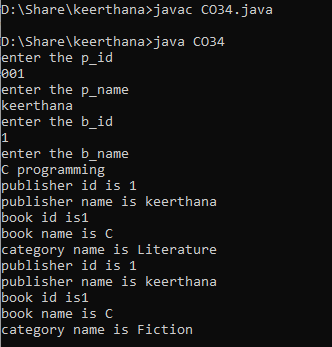
lit.Display4();

fic.Display4();

}

}

**Output**

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