```
import java.util.Scanner;
class Box{
  int depth, length, breadth, km;
  float costperkm;
  Scanner sc = new Scanner(System.in);
  Box(){
    System.out.print("Enter depth, length and breadth: ");
    depth = sc.nextInt();
    length = sc.nextInt();
    breadth = sc.nextInt();
    System.out.println();
    System.out.print("Enter km to travel: ");
    km = sc.nextInt();
    System.out.println();
    System.out.print("Enter per km price: ");
    costperkm = sc.nextFloat();
  }
}
class Boxweight extends Box{
  void totalCost(){
    System.out.println("Total Cost: " + (km * (length*breadth*depth)*costperkm));
  }
}
public class E6Q1 {
  public static void main(String[] args) {
    Boxweight bxwgt = new Boxweight();
    bxwgt.totalCost();
  }
}
Enter depth, length and breadth : 10 20 30
Enter km to travel : 500
Enter per km price : 2.5
Total Cost: 7500000.0
```

```
import java.util.Scanner;
class E6Q2{
  void mul(int a, int b){
    System.out.println("Method for Two numbers called- (Result) - " + a*b);
  }
  void mul(int a, int b, int c){
    System.out.println("Method for Three numbers called- (Result) - " + a*b*c);
  }
  void mul(int[] values, int nltem){
    int a = 1;
    for(int i = 0; i < n)tem; i++){
       a = a*values[i];
    System.out.println("Method for Multiple numbers called- (Result) - " + a);
  }
  public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    boolean t = true;
    int n = 100;
    int[] values = new int[n];
    int x = 0;
    int nltem = 0;
    while(t){
       System.out.print("Enter the number (Press * to stop): ");
       String data = sc.next();
       if(data.equals("*")){
         t = false;
       }
       else{
         values[x] = Integer.parseInt(data);
         X++;
         nltem+=1;
       }
    }
    E6Q2 user = new E6Q2();
    if(nltem == 2){
       user.mul(values[0], values[1]);
    }
    if(nltem == 3){
       user.mul(values[0], values[1], values[2]);
```

```
if(nltem > 3){
    user.mul(values, nltem);
}
}
```

```
Enter the number (Press * to stop): 1
Enter the number (Press * to stop): 2
Enter the number (Press * to stop): 3
Enter the number (Press * to stop): *
Method for Three numbers called— (Result) — 6
```

```
class Shape {
  public double findArea() {
    return 0; // Default implementation, overridden by subclasses
  }
}
class Square extends Shape {
  private double side;
  public Square(double side) {
    this.side = side;
  }
  @Override
  public double findArea() {
    return side * side;
  }
}
class Rectangle extends Shape {
  private double length;
  private double width;
  public Rectangle(double length, double width) {
    this.length = length;
    this.width = width;
  }
  // @Override
  public double findArea() {
    return length * width;
  }
}
public class E6Q3 {
  public static void main(String[] args) {
    Square square = new Square(5);
    Rectangle rectangle = new Rectangle(4, 6);
    System.out.println("Area of square: " + square.findArea());
    System.out.println("Area of rectangle: " + rectangle.findArea());
  }
}
```

Area of square: 25.0 Area of rectangle: 24.0

```
interface Car {
  public String carname = "";
  public int price = 0;
  public abstract void start();
  public abstract void stop();
  public abstract void running();
}
class Toyota implements Car{
  String carname = "Toyota";
  int price = 1000000;
  public void start(){
    System.out.println("Toyota has started.");
  }
  public void stop(){
    System.out.println("Toyota has stopped.");
  }
  public void running(){
    System.out.println("Toyota is running.");
  }
}
public class E6Q4 {
  public static void main(String[] args) {
    Toyota car = new Toyota();
    System.out.println("Car name: " + car.carname);
    System.out.println("Car price: " + car.price);
    car.start();
    car.start();
    car.running();
  }
}
Car name : Toyota
Car price : 1000000
Toyota has started.
Toyota has started.
Toyota is running.
```

```
class Shape{
  void about(){
     System.out.println("Shape method is called.");
  }
}
class Circle extends Shape{
  void about(){
     System.out.println("Circle class method is called.");
  }
}
public class E6Q5 {
```

Circle class method is called.

Shape s = new Circle();

s.about();

}
}

public static void main(String[] args) {

Q6.