## Polymorphism

## Assignment-1

package Polymorphisam;

```
//Base class Vehicle
                         class Vehicle {
             // Method to be overridden by subclasses
                      public void start() {
             System.out.println("Vehicle started.");
          //Subclass Car that overrides the start method
                   class Car extends Vehicle {
                            @Override
                      public void start() {
               System.out.println("Car started.");
      //Subclass Motorcycle that overrides the start method
                class Motorcycle extends Vehicle {
                            @Override
                      public void start() {
            System.out.println("Motorcycle started.");
        //Garage class with a method to service a vehicle
                         class Garage {
// Method that takes a Vehicle object and calls its start method
          public void serviceVehicle(Vehicle vehicle) {
vehicle.start(); // Calls the start method of the provided vehicle
             System.out.println("Vehicle serviced.");
                                }
```

```
public class Motorcycle1 {
        public static void main(String[] args) {
       // Create instances of Car and Motorcycle
               Vehicle car = new Car();
        Vehicle motorcycle = new Motorcycle();
            // Create an instance of Garage
             Garage garage = new Garage();
// Service the car and motorcycle using the Garage class
              garage.serviceVehicle(car);
           garage.serviceVehicle(motorcycle);
                           }
                           }
                        Output
                      Car started.
                   Vehicle serviced.
                  Motorcycle started.
                   Vehicle serviced.
                   Assignment-2
                 package Polymorphisam;
             //Class representing a Student
                    class Student {
             // Instance variables (fields)
                      String name;
                        int age;
                   String department;
                 // Default constructor
```

public Student() {

```
this.name = "Unknown";
                                  this.age = 20;
                          this.department = "Unassigned";
                                         }
// Constructor that takes two parameters: name and age, and sets department to "IT"
                      public Student(String name, int age) {
                                 this.name = name;
                                  this.age = age;
                              this.department = "IT";
                                         }
       // Constructor that takes three parameters: name, age, and department
             public Student(String name, int age, String department) {
                                 this.name = name;
                                  this.age = age;
                           this.department = department;
                     // Method to print details of the student
                           public void printDetails() {
                       System.out.println("Name: " + name);
                        System.out.println("Age: " + age);
                 System.out.println("Department: " + department);
            System.out.println(); // Empty line for better readability
                                         }
                           public class StudentDetails {
                     public static void main(String[] args) {
                        // TODO Auto-generated method stub
           // Creating instances of Student using different constructors
                         // Using the default constructor
                         Student student1 = new Student();
                             student1.printDetails();
               // Using the constructor with name and age parameters
```

Name: Unknown Age: 20

Department: Unassigned

Name: Akshata Age: 22 Department: IT

Name: Adarsha Age: 21

Department: Engineering