

```
1.package com.myproject.java;
```

```
class Animal {  
    void eat() {  
        System.out.println("Animal is eating...");  
    }  
}
```

```
// Subclass 1 inheriting from Animal
```

```
class Dog extends Animal {  
    void bark() {  
        System.out.println("Dog is barking...");  
    }  
}
```

```
// Subclass 2 inheriting from Animal
```

```
class Cat extends Animal {  
    void meow() {  
        System.out.println("Cat is meowing...");  
    }  
}
```

```
// Subclass 3 inheriting from Dog and Cat
```

```
class Tiger extends Dog {
```

```
void run() {  
    System.out.println("Tiger is running...");  
}  
}
```

// Subclass 4 inheriting from Cat

```
class Lion extends Cat {  
    void roar() {  
        System.out.println("Lion is roaring...");  
    }  
}
```

```
public class InheritanceExample {  
    public static void main(String[] args) {  
        Tiger tiger = new Tiger();  
        tiger.eat(); // Inherited from Animal  
        tiger.bark(); // Inherited from Dog  
        tiger.run(); // Defined in Tiger class  
  
        Lion lion = new Lion();  
        lion.eat(); // Inherited from Animal  
        lion.meow(); // Inherited from Cat  
        lion.roar(); // Defined in Lion class  
    }  
}
```

```
}
```

```
2.package com.myproject.java;
```

```
//Superclass Shape
```

```
abstract class Shape {
```

```
    abstract void draw();
```

```
}
```

```
//Subclass Square
```

```
class Square extends Shape {
```

```
    void draw() {
```

```
        System.out.println("Drawing a square");
```

```
    }
```

```
}
```

```
//Subclass Circle
```

```
class Circle extends Shape {
```

```
    void draw() {
```

```
        System.out.println("Drawing a circle");
```

```
    }
```

```
}
```

```
public class PolymorphismExample {
```

```
public static void main(String[] args) {  
    // Creating an array of Shape objects  
    Shape[] shapes = new Shape[2];  
    shapes[0] = new Square();  
    shapes[1] = new Circle();  
  
    // Polymorphic method calls  
    for (Shape shape : shapes) {  
        shape.draw();  
    }  
}  
}3. package com.myproject.java;
```

```
import java.util.Scanner;
```

```
class Organization {  
    private int rating;  
  
    // Constructor  
    public Organization(int rating) {  
        this.rating = rating;  
    }  
  
    public int getRating() {  
        return rating;  
    }  
}
```

```

    }

    public void setRating(int rating) {
        this.rating = rating;
    }
}

public class OrgRatingExample {
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter the rating for the organization: ");
        int rating = scanner.nextInt();

        Organization org = new Organization(rating);

        System.out.println("Organization rating: " + org.getRating());

    }
}

4. package com.myproject.java;

import java.io.BufferedReader;
import java.io.IOException;

```

```

import java.io.InputStreamReader;

public class BufferedReaderExample {

    public static void main(String[] args) {

        BufferedReader reader = new BufferedReader(new
InputStreamReader(System.in));

        try {

            System.out.print("Enter some text: ");

            String input = reader.readLine();

            System.out.println("You entered: " + input);

        } catch (IOException e) { // handle any IOException that may
occur during the reading process

            e.printStackTrace();

        } finally { // close the BufferedReader object to release any
system resource

            try {

                reader.close();

            } catch (IOException e) {

                e.printStackTrace();

            }

        }

    }

}

}5.package com.myproject.java;

```

```
class ListNode {
    int data;
    ListNode next;

    public ListNode(int data) {
        this.data = data;
        this.next = null;
    }
}

class LinkedList {
    ListNode head;

    public LinkedList() {
        this.head = null;
    }

    public void insert(int data) { // inserts data
        ListNode newNode = new ListNode(data);

        if (head == null) {
            head = newNode;
        } else {
            ListNode current = head;
```

```
        while (current.next != null) { // keep on inserting data  
as long as next is null
```

```
            current = current.next;
```

```
        }
```

```
        current.next = newNode;
```

```
    }
```

```
}
```

```
public void display() { // display data
```

```
    ListNode current = head;
```

```
    if (current == null) {
```

```
        System.out.println("Linked list is empty.");
```

```
        return;
```

```
    }
```

```
    System.out.print("Linked list: ");
```

```
    while (current != null) {
```

```
        System.out.print(current.data + " ");
```

```
        current = current.next;
```

```
    }
```

```
}
```

```
}
```



```
public class LinkedListExample {  
    public static void main(String[] args) {  
        LinkedList list = new LinkedList();  
  
        list.insert(10);  
        list.insert(20);  
        list.insert(30);  
        list.insert(40);  
  
        list.display();  
    }  
}
```