INHERITANCE:

```
class Animal {
 String name;
 public void eat() {
  System.out.println("I can eat");
 }
}
class Dog extends Animal {
 public void display() {
  System.out.println("My name is " + name);
 }
}
class Main {
 public static void main(String[] args) {
  Dog labrador = new Dog();
  labrador.name = "Rohu";
  labrador.display();
  labrador.eat();
 }
class Animal {
 public void eat() {
  System.out.println("I can eat");
}
```

```
class Dog extends Animal {
 @Override
 public void eat() {
  System.out.println("I eat dog food");
 }
 public void bark() {
  System.out.println("I can bark");
 }
}
class Main {
 public static void main(String[] args) {
  Dog labrador = new Dog();
  labrador.eat();
  labrador.bark();
 }
class Animal {
 public void eat() {
  System.out.println("I can eat");
 }
}
class Dog extends Animal {
 @Override
 public void eat() {
```

```
super.eat();
  System.out.println("I eat dog food");
 }
 public void bark() {
  System.out.println("I can bark");
 }
}
class Main {
 public static void main(String[] args) {
  Dog labrador = new Dog();
  labrador.eat();
  labrador.bark();
 }
}
class Animal {
 protected String name;
 protected void display() {
  System.out.println("I am an animal.");
 }
}
class Dog extends Animal {
 public void getInfo() {
  System.out.println("My name is " + name);
```

```
}
}
class Main {
 public static void main(String[] args) {
  Dog labrador = new Dog();
  labrador.name = "Rocky";
  labrador.display();
  labrador.getInfo();
}
class Calculation {
 int z;
 public void addition(int x, int y) {
   z = x + y;
   System.out.println("The sum of the given numbers:"+z);
  }
 public void Subtraction(int x, int y) {
   z = x - y;
   System.out.println("The difference between the given numbers:"+z);
  }
}
public class My_Calculation extends Calculation {
 public void multiplication(int x, int y) {
   z = x * y;
```

```
System.out.println("The product of the given numbers:"+z);
}

public static void main(String args[]) {
  int a = 20, b = 10;
  My_Calculation demo = new My_Calculation();
  demo.addition(a, b);
  demo.Subtraction(a, b);
  demo.multiplication(a, b);
}
```