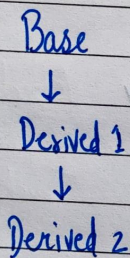# Chapter 10 - Practice Set

1 Create a class Circle and use inheritance to create another class Cylinder from it.

2 Create a class Rectangle and use inheritance to create another class Cuboid. Try to keep it as close to real world scenario as possible.

3 Create methods for area and volume in ①

4 Create methods for area & volume in ②. Also create getters and setters

5 What is the order of Constructor execution for the following inheritance hierarchy:

Base
↓
Derived 1
↓
Derived 2

Derived 2 Obj = new Derived2();
Which constructor(s) will be executed & in what order?