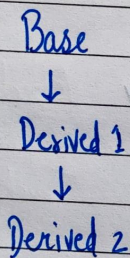


## Chapter 10 - Practice Set

- 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:



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