

### **Assignment 1: Person → Student**

Create:

- Person class → name, age
- Student class → rollNo
- Display all details using child object

Concepts: Basic inheritance

### **Assignment 2: Vehicle → Car**

Create:

- Vehicle → speed
- Car → brand
- Use inherited variable in child

Concepts: Property inheritance

### **Assignment 3: Animal → Dog**

Create:

- Animal → eat()
- Dog → bark()
- Call both methods using Dog object

Concepts: Method inheritance

### **Assignment 4: Employee → Manager**

Create:

- Employee → salary
- Manager → bonus
- Calculate total salary

Concepts: Code reuse

### **Assignment 5: Bank → SavingAccount**

Create:

- Bank → interestRate
- SavingAccount → calculateInterest()

Concepts: Parent data usage

### **Assignment 6: Constructor Inheritance**

Create:

- Person constructor initializes name
- Student constructor initializes rollNo
- Use super() to call parent constructor

Concepts: super() keyword