

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