**Java lab-09**

1).

package com.mycompany.labsession;

public abstract class Container

{

public abstract double volume();

}

package com.mycompany.labsession;

public class CykinderContainer extends Container

{

//data

private double height;

private double radius;

// methods

//constractor

public CykinderContainer(double r,double h)

{

this.height=h;

this.radius=r;

}

//abstract method overriding

double volume;

double PI=3.14159;

@Override

public double volume()

{

volume=PI\*radius\*radius\*height;

return volume;

}

}

package com.mycompany.labsession;

public class LabSession

{

public static void main(String[] args)

{

CykinderContainer c1=new CykinderContainer(2.025,5);

c1.volume();

System.out.println("Volume:"+c1.volume());

}

}

2).

abstract class PlayerController {

abstract void move();

}

// class for moving Up

class MoveUp extends PlayerController {

@Override

void move() {

System.out.println("Moving Up");

}

}

// class for moving Down

class MoveDown extends PlayerController {

@Override

void move() {

System.out.println("Moving Down");

}

}

// class for moving Left

class MoveLeft extends PlayerController {

@Override

void move() {

System.out.println("Moving Left");

}

}

// class for moving Right

class MoveRight extends PlayerController {

@Override

void move() {

System.out.println("Moving Right");

}

}

public class LifeGame {

public static void main(String[] args) {

// Create objects

PlayerController moveUp = new MoveUp();

PlayerController moveDown = new MoveDown();

PlayerController moveLeft = new MoveLeft();

PlayerController moveRight = new MoveRight();

// player movement

moveUp.move();

moveLeft.move();

moveRight.move();

moveDown.move();

}

}