## ASSIMINATION = 04

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COURSE CODE: - CSA0914

COURSE NAME: Programming in Java Lox Raspberry Pi

Submitted To:-

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Inhesitance Rendocode : Marine a more
  PROCEDURE Inheritence
   Animal
        name: string
       method make sounds
       Bint "the animal makes a sound"
       end method
       end Animal
       Dog inherits from Animal
          override method makesound()
          Point "The dog booses"
          end method
           end class
         Main
           my dog: Dog Il declare
            Call my dog. make sound.
             End Program.
        Class Animal &
              Stoing name; mongant ) mozour ) it
              Public void makesound () {
                 system out Pointly ("Animal make Sound");
              3
           3
           class Dog extends Animal E
              Rublic void make sound () {
                   System out Println ("Dog barks");
              3
             Public Iclass Main 2 1 Andrew 1997
```

Public Static void main (String crangs) &

Animal animal = new Animal (); Animal.name = "Grenexic Arimal") animal. Make sound (1); Dog dog = new Dog es; dog name = "Buddy"; Oharm I where forther dog. male sound (5); a stray lower driller Innight most factor po Obmorphian bodtom down No " and pob off" first Program: mandall foor boy bus Class Person & haroz mor poh par 100) string name; int age; Public Person (string name, intage) ! & Longing ( See ) this name iname; wow how this agent agent han hours Public Void display Into Col Systemout printin Comme; +name +, "Age: "+age); with hope for motor Student extends Person & String grade; Rublic student (String name, int age) Juper (name, age); , who is a short

```
this goode = goode;
       Public Loid distralation to:
         System. out. Printin ("grade: "+grade);
     Rubic Class Maincre
             Public Static void main (String (sarge) &
     ((1) Student Student = new Student ("Auce:" 20; "A");
                 Student · display Info ()
       3
Multilevel inheritance :
Brogram:
      Class vehicle &
          string brand:
          Public vechile (String brand) &
           this, broad = broad;
          Public void display Info () &
              system out pointin ("Brand: "+ brand):
       3
      class car extends relicle {
             String Model;
              Rublic Car (string brand, string mode) {
               Super (brand);
               this model smoder;
         3
```

: Turspr - Larry . Reblic Void display Inform & Super displayInto (); System out Pointin ("Bottery Capacity: "I battery Capacity+ a KMM): ( apost re fort ) in partition and 3 LONIOM 201) MILLO Public static Void main (string as ongs) & mill Electric Car = new Electric Car ( Tesla", Mode ('s la): chalaspolysita. Irrobuts 3 Method oversiding in inhesitance: Program : Class shape { Public Void draws 4 011110V 2010 System. out Bintin ("Orawing a shape"); 3 class circle Edends shape from thronderall Rublic Void drawche golgeh how sellor System out Pointin Capeawing a circle »); 3 & allie of the son reals Public Class Moin & Home pante Rubec static Noid main (stoing co aregs) & Shape shape = new smape (2) Shape draw ()

```
Circle circle = new clace co:
         Circle graw ();
         Rectangle rectangle = new Rectangle ();
          Rectangle . draw(s;
     3
inheritance and Access modifier
Hogoam:
       Class Employee (
             Private intid;
              Protected string name;
              Rubic double salary;
               Rublic Employee (int id, Stoing name, double satury) &
                   this id = id;
                    this name = name;
                     this Salary = Salary;
                Public void display Management Into CE
                    System out Pointin ("ID:"+id):
                     Sylemout Println ("Name: "4 Name);
                     system out print in ( cosalogy: "+ saloxy);
                Public class Main &
                    Public Static void main (String (Jargi) &
                     Manager Manager znew Manager (WI, PAlice," 750000);
                     Manages. d'uplay munager Infol);
                      Manages display Employee Infors;
```