ROLL NO:230701235

1) Create a class Mobile with constructor and a method basicMobile().

Create a subclass CameraMobile which extends Mobile class, with constructor and a method newFeature().

Create a subclass AndroidMobile which extends CameraMobile, with constructor and a method androidMobile(). display the details of the Android Mobile class by creating the instance.

For example:

Result

Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with 5MG px Touch Screen Mobile is Manufactured

```
CODE: class
```

```
mob{
    mob(){
        System.out.println("Basic Mobile is Manufactured");
    }
    void basmob(){
        System.out.println("Basic Mobile is Manufactured");
    }
}
class cam extends mob{
    cam(){
    super();
        System.out.println("Camera Mobile is Manufactured");
    }
}
```

```
void newm(){
    System.out.println("Camera Mobile with 5MG px");
 }
}
class and extends cam{
  and(){
super();
  System.out.println("Android Mobile is Manufactured");
  }
  void andmob(){
    System.out.println("Touch Screen Mobile is Manufactured");
  }
  }
public class Main{ public static void
main(String[]args){
                      and
andmob=new and();
andmob.newm();
andmob.andmob();
  }
}
OUTPUT:
```

	Expected	Got	
~	Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with 5MG px Touch Screen Mobile is Manufactured	Basic Mobile is Manufactured Camera Mobile is Manufactured Android Mobile is Manufactured Camera Mobile with 5MG px Touch Screen Mobile is Manufactured	

2) create a class called College with attribute String name, constructor to initialize the name attribute, a method called Admitted(). Create a subclass called CSE that extends Student class, with department attribute, Course() method to sub class. Print the

For example:

Result

A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE

details of the Student.

```
CODE:

class College

{

public String collegeName;

public College(String collegeName) { //

initialize the instance variables

this.collegeName=collegeName;

}

public void admitted() {

System.out.println("A student admitted in "+collegeName);
}
```

```
}
class Student extends College{
String studentName;
String department;
public Student(String collegeName, String studentName,String department) {
 // initialize the instance variables super(collegeName);
this.studentName=studentName;
this.department=department;
}
public String toString(){
  // return the details of the student return "CollegeName :
"+collegeName+"\n"+"StudentName:
"+studentName+"\n"+"Department : "+department;
}
}
public class Main {
public static void main (String[] args) {
    Student s1 = new Student("REC","Venkatesh","CSE");
     s1.admitted();
                                  // invoke the admitted() method
    System.out.println(s1.toString());
}
}
OUTPUT:
```

	Expected	Got	
~	A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE	A student admitted in REC CollegeName : REC StudentName : Venkatesh Department : CSE	~

3) Create a class known as "BankAccount" with methods called deposit() and withdraw().

Create a subclass called SavingsAccount that overrides the withdraw() method to prevent withdrawals if the account balance falls below one hundred.

For example:

```
Result

Create a Bank Account object (A/c No. BA1234) with initial balance of $500:

Deposit $1000 into account BA1234:

New balance after depositing $1000: $1500.0

Withdraw $600 from account BA1234:

New balance after withdrawing $600: $900.0

Create a SavingsAccount object (A/c No. SA1000) with initial balance of $300:

Try to withdraw $250 from SA1000!

Minimum balance of $100 required!

Balance after trying to withdraw $250: $300.0
```

CODE:

```
class BankAccount {

// Private field to store the account number

private String accountNumber;

// Private field to store the balance

private double balance;

// Constructor to initialize account number and balance public

BankAccount(String accountNumber,double balance){

this.accountNumber=accountNumber; this.balance=balance;
```

```
}
```

```
// Method to deposit an amount into the account
public void deposit(double amount) {
                                         // Increase
the balance by the deposit amount
balance+=amount;
  }
  // Method to withdraw an amount from the account
public void withdraw(double amount) {
    // Check if the balance is sufficient for the withdrawal
if (balance >= amount) {
      // Decrease the balance by the withdrawal amount
balance -= amount;
    } else {
      // Print a message if the balance is insufficient
      System.out.println("Insufficient balance");
    }
  }
 // Method to get the current balance
public double getBalance() {
    // Return the current balance
    return balance;
  }
```

```
public String getAccountNumber(){
return accountNumber;
  }
}
class SavingsAccount extends BankAccount {
  // Constructor to initialize account number and balance public
SavingsAccount(String accountNumber, double balance) {
    // Call the parent class constructor
                                          super(accountNumber,balance);
  }
  // Override the withdraw method from the parent class
  @Override public void
withdraw(double amount) {
    // Check if the withdrawal would cause the balance to drop below $100
if (getBalance() - amount < 100) {
      // Print a message if the minimum balance requirement is not met
      System.out.println("Minimum balance of $100 required!");
    } else {
      // Call the parent class withdraw method
super.withdraw(amount);
    }
  }
}
public class Main {
  public static void main(String[] args) {
    // Print message to indicate creation of a BankAccount object
```

```
System.out.println("Create a Bank Account object (A/c No. BA1234) with initial balance
of $500:");
    // Create a BankAccount object (A/c No. "BA1234") with initial balance of $500
    BankAccount BA1234 = new BankAccount("BA1234", 500);
    // Print message to indicate deposit action
    System.out.println("Deposit $1000 into account BA1234:");
    // Deposit $1000 into account BA1234
   BA1234.deposit(1000);
    // Print the new balance after deposit
   System.out.println("New balance after depositing $1000: $"+BA1234.getBalance());
    // Print message to indicate withdrawal action
    System.out.println("Withdraw $600 from account BA1234:");
    // Withdraw $600 from account BA1234
   BA1234.withdraw(600);
    // Print the new balance after withdrawal
    System.out.println("New balance after withdrawing $600: $" + BA1234.getBalance());
    // Print message to indicate creation of another SavingsAccount object
    System.out.println("Create a SavingsAccount object (A/c No. SA1000) with initial balance
of $300:");
    // Create a SavingsAccount object (A/c No. "SA1000") with initial balance of $300
SavingsAccount SA1000 = new SavingsAccount("SA1000", 300);
    // Print message to indicate withdrawal action
    System.out.println("Try to withdraw $250 from SA1000!");
    // Withdraw $250 from SA1000 (balance falls below $100)
    SA1000.withdraw(250);
```

```
// Print the balance after attempting to withdraw $250
System.out.println("Balance after trying to withdraw $250: $" + SA1000.getBalance());
}
```

OUTPUT:

	Expected	Got
~	Create a Bank Account object (A/c No. BA1234) with initial balance of \$500: Deposit \$1000 into account BA1234: New balance after depositing \$1000: \$1500.0 Withdraw \$600 from account BA1234: New balance after withdrawing \$600: \$900.0 Create a SavingsAccount object (A/c No. SA1000) with initial balance of \$300: Try to withdraw \$250 from SA1000! Minimum balance of \$100 required! Balance after trying to withdraw \$250: \$300.0	Create a Bank Account object (A Deposit \$1000 into account BA1: New balance after depositing \$ Withdraw \$600 from account BA1: New balance after withdrawing \$ Create a SavingsAccount object Try to withdraw \$250 from SA100 Minimum balance of \$100 requires Balance after trying to withdraw \$ Balance after \$ Balance
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