**Name – Ashish Bhangale**

**Class – FYMCA**

**Division – A, Batch- A1**

**Roll No- 07**

**Subject – Object Oriented Programming.**

**Assignment No – 7**

**Assignment Title -** Write a program in Java to create a player class. Inherit the classes Cricket\_player, Football\_player and Hockey\_player from player class. The

objective of this assignment is to learn the concepts of inheritance in Java.

Input-

import java.util.Scanner;

class Player {

private String name;

private int age;

public Player(String name, int age) {

this.name = name;

this.age = age;

}

public String getName() {

return name;

}

public int getAge() {

return age;

}

public void play() {

System.out.println(name + " is playing.");

}

}

class CricketPlayer extends Player {

private String team;

public CricketPlayer(String name, int age, String team) {

super(name, age);

this.team = team;

}

public String getTeam() {

return team;

}

public void play() {

System.out.println(getName() + " is playing cricket for " + team + ".");

}

}

class FootballPlayer extends Player {

private String club;

public FootballPlayer(String name, int age, String club) {

super(name, age);

this.club = club;

}

public String getClub() {

return club;

}

public void play() {

System.out.println(getName() + " is playing football for " + club + ".");

}

}

class HockeyPlayer extends Player {

private String team;

public HockeyPlayer(String name, int age, String team) {

super(name, age);

this.team = team;

}

public String getTeam() {

return team;

}

@Override

public void play() {

System.out.println(getName() + " is playing hockey for " + team + ".");

}

}

public class Main7 {

public static void main(String[] args) {

Scanner scanner = new Scanner(System.in);

System.out.println("Enter cricket player's name:");

String cricketName = scanner.nextLine();

System.out.println("Enter cricket player's age:");

int cricketAge = scanner.nextInt();

scanner.nextLine(); // Consume newline

System.out.println("Enter cricket player's team:");

String cricketTeam = scanner.nextLine();

System.out.println("Enter football player's name:");

String footballName = scanner.nextLine();

System.out.println("Enter football player's age:");

int footballAge = scanner.nextInt();

scanner.nextLine(); // Consume newline

System.out.println("Enter football player's club:");

String footballClub = scanner.nextLine();

System.out.println("Enter hockey player's name:");

String hockeyName = scanner.nextLine();

System.out.println("Enter hockey player's age:");

int hockeyAge = scanner.nextInt();

scanner.nextLine(); // Consume newline

System.out.println("Enter hockey player's team:");

String hockeyTeam = scanner.nextLine();

CricketPlayer cricketPlayer = new CricketPlayer(cricketName, cricketAge, cricketTeam);

FootballPlayer footballPlayer = new FootballPlayer(footballName, footballAge, footballClub);

HockeyPlayer hockeyPlayer = new HockeyPlayer(hockeyName, hockeyAge, hockeyTeam);

cricketPlayer.play();

footballPlayer.play();

hockeyPlayer.play();

scanner.close();

}

}

Output-

