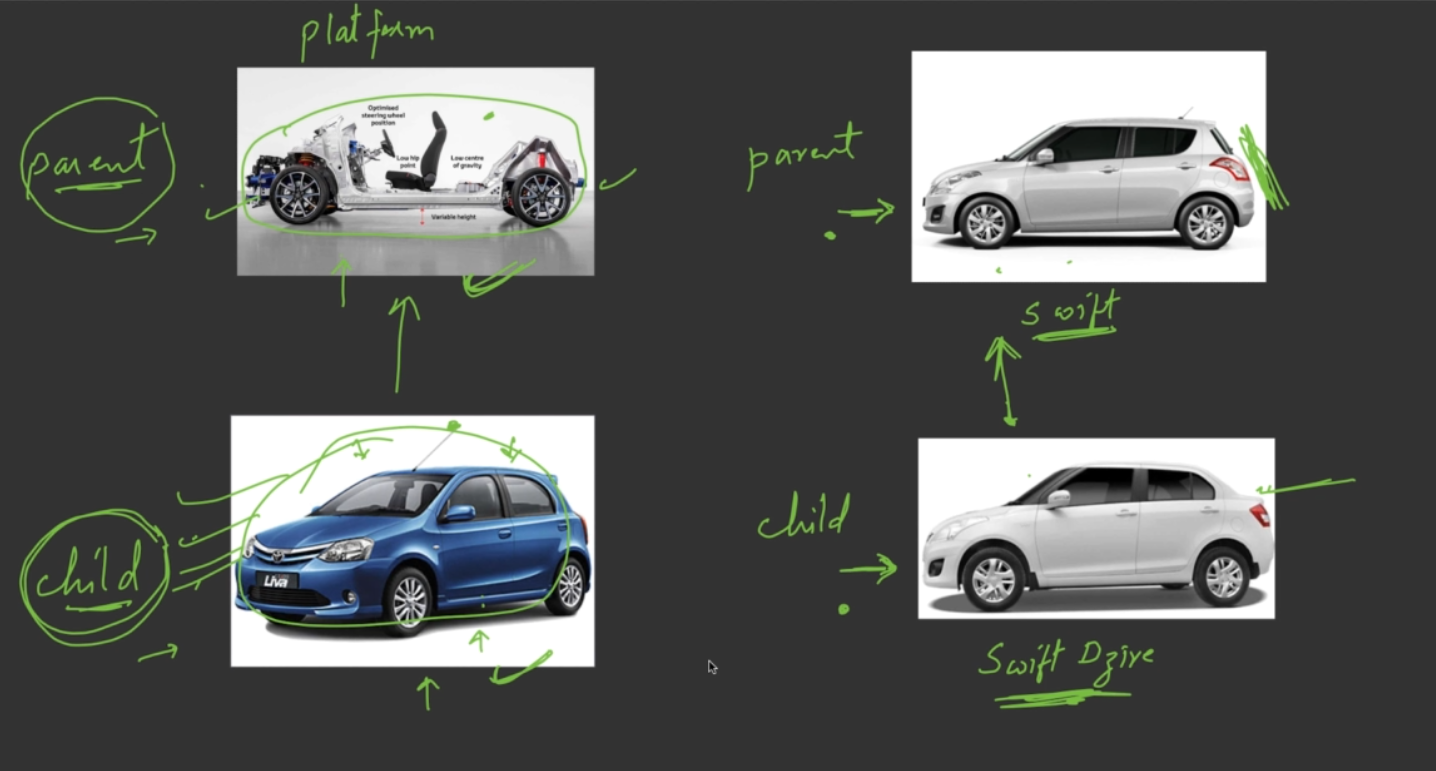
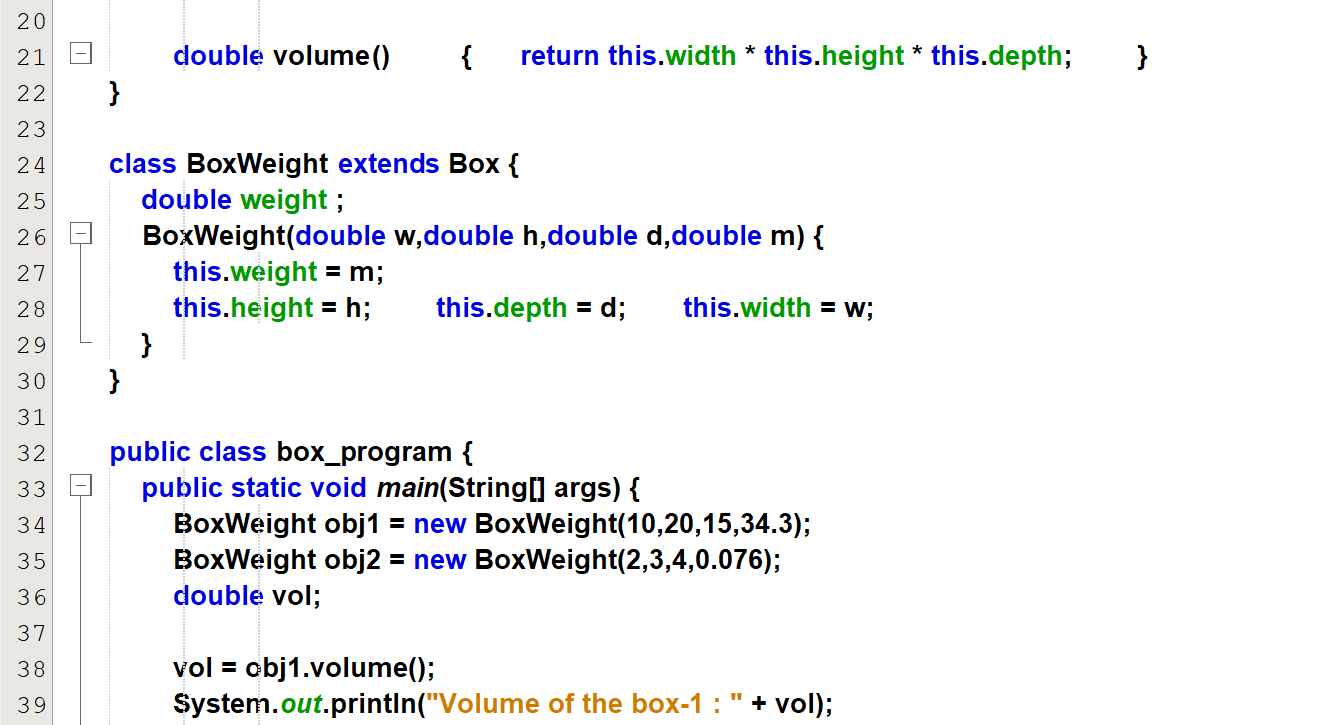
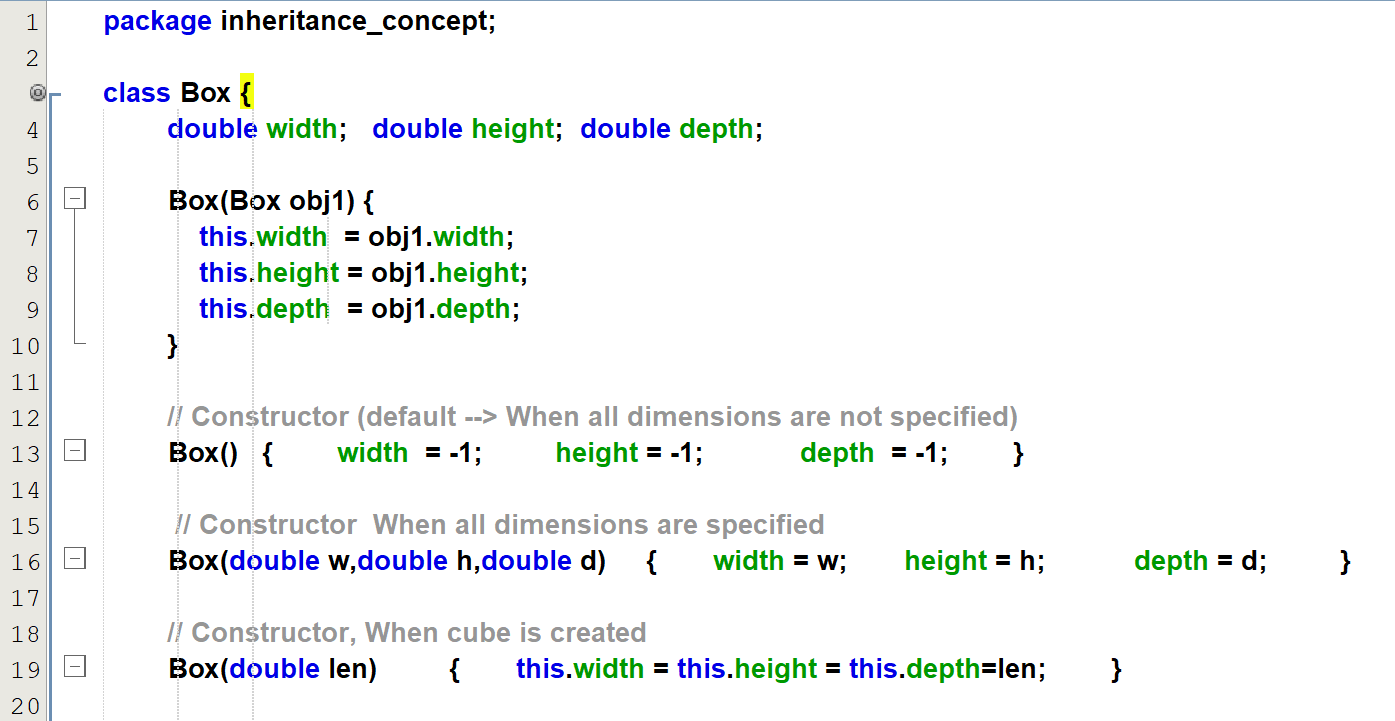
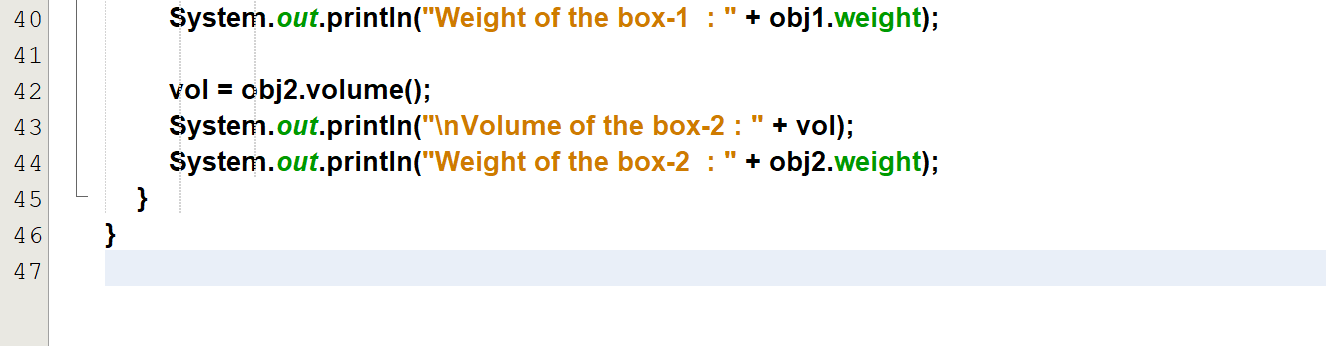
# Inheritance

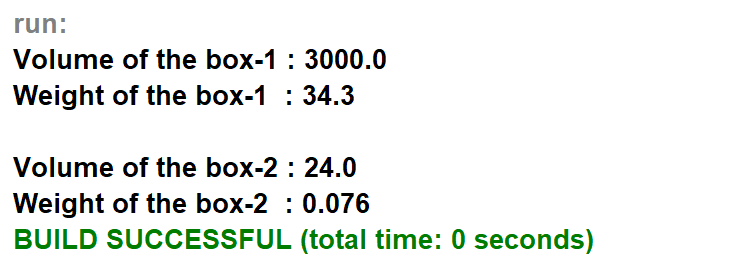


Types of Inheritance

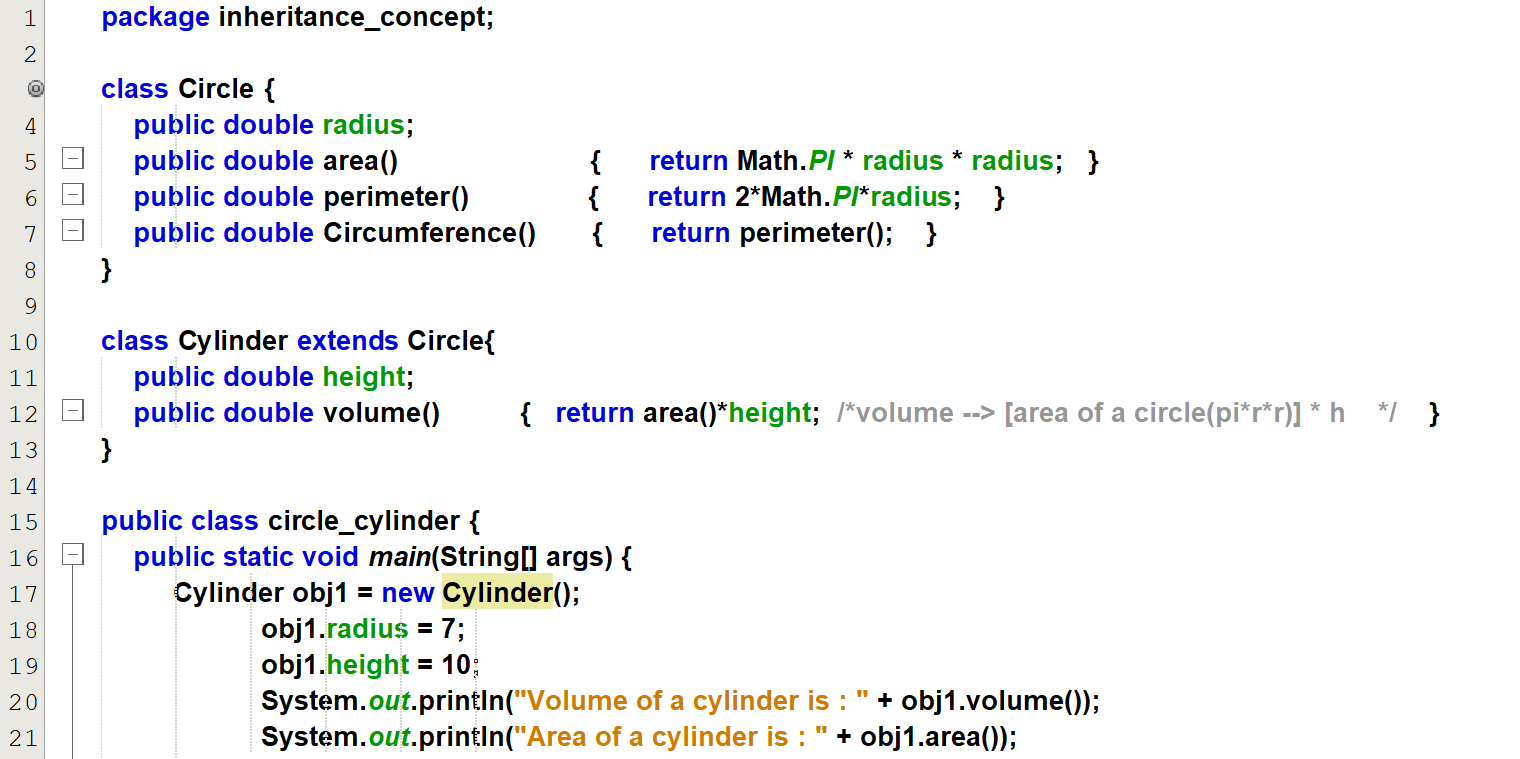
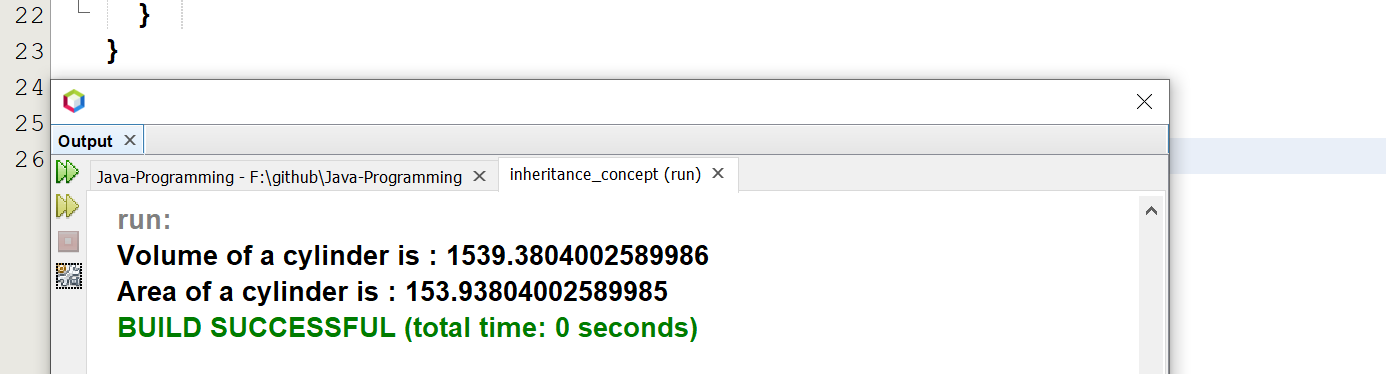


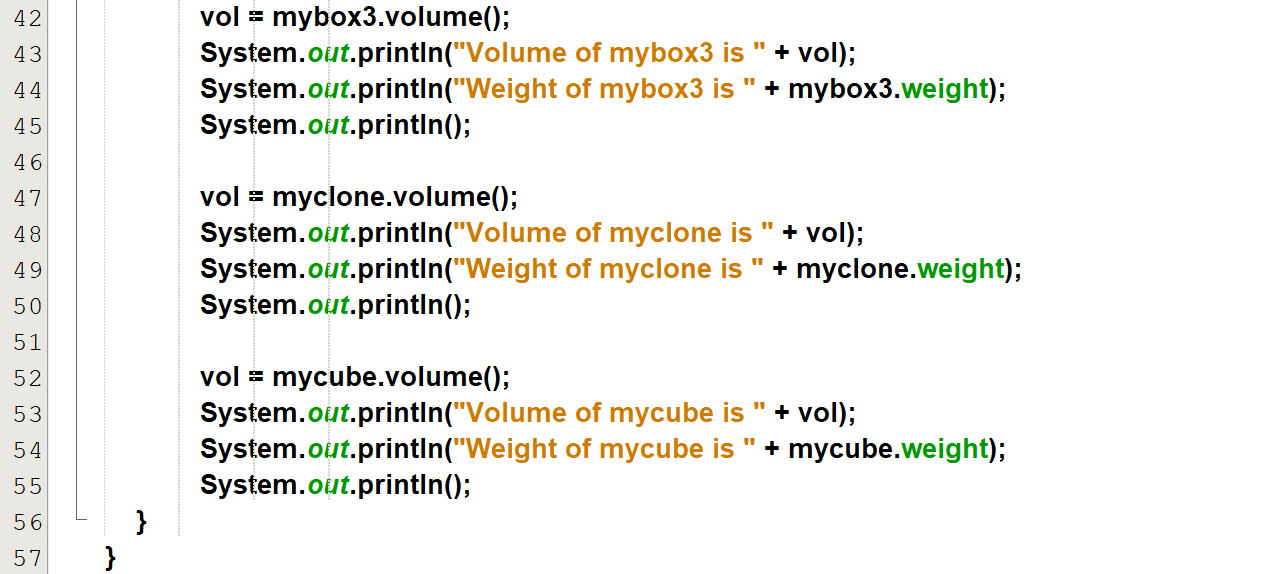
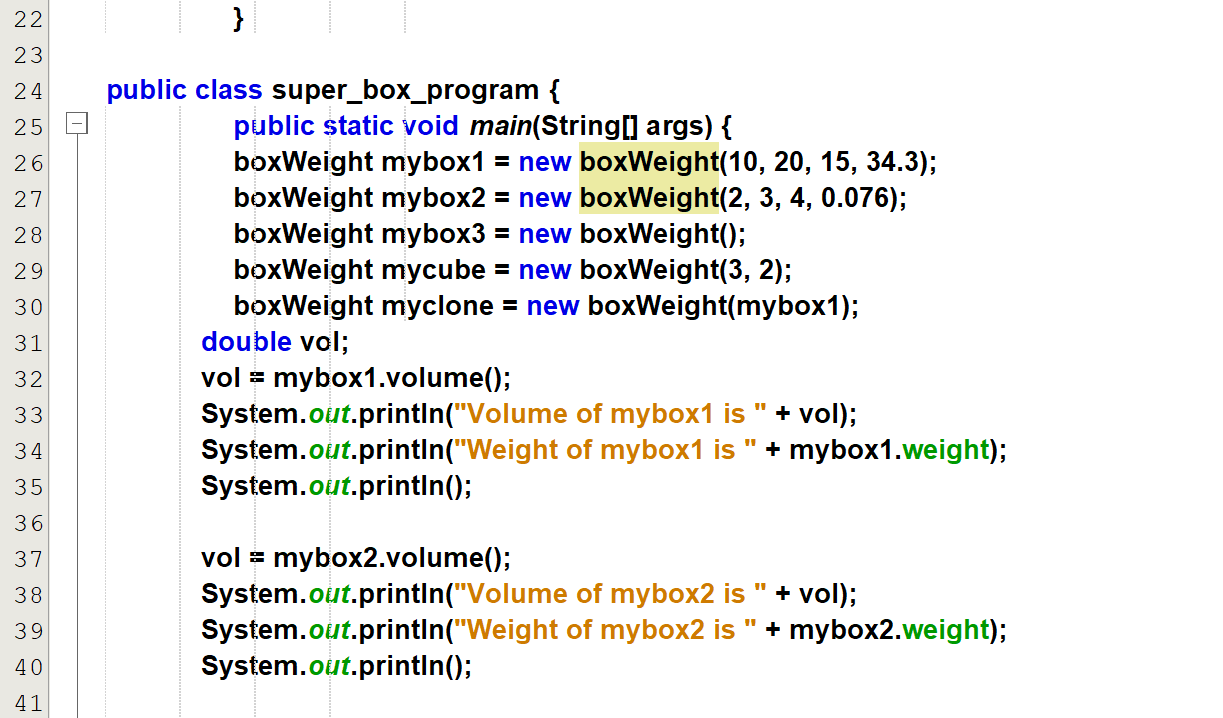
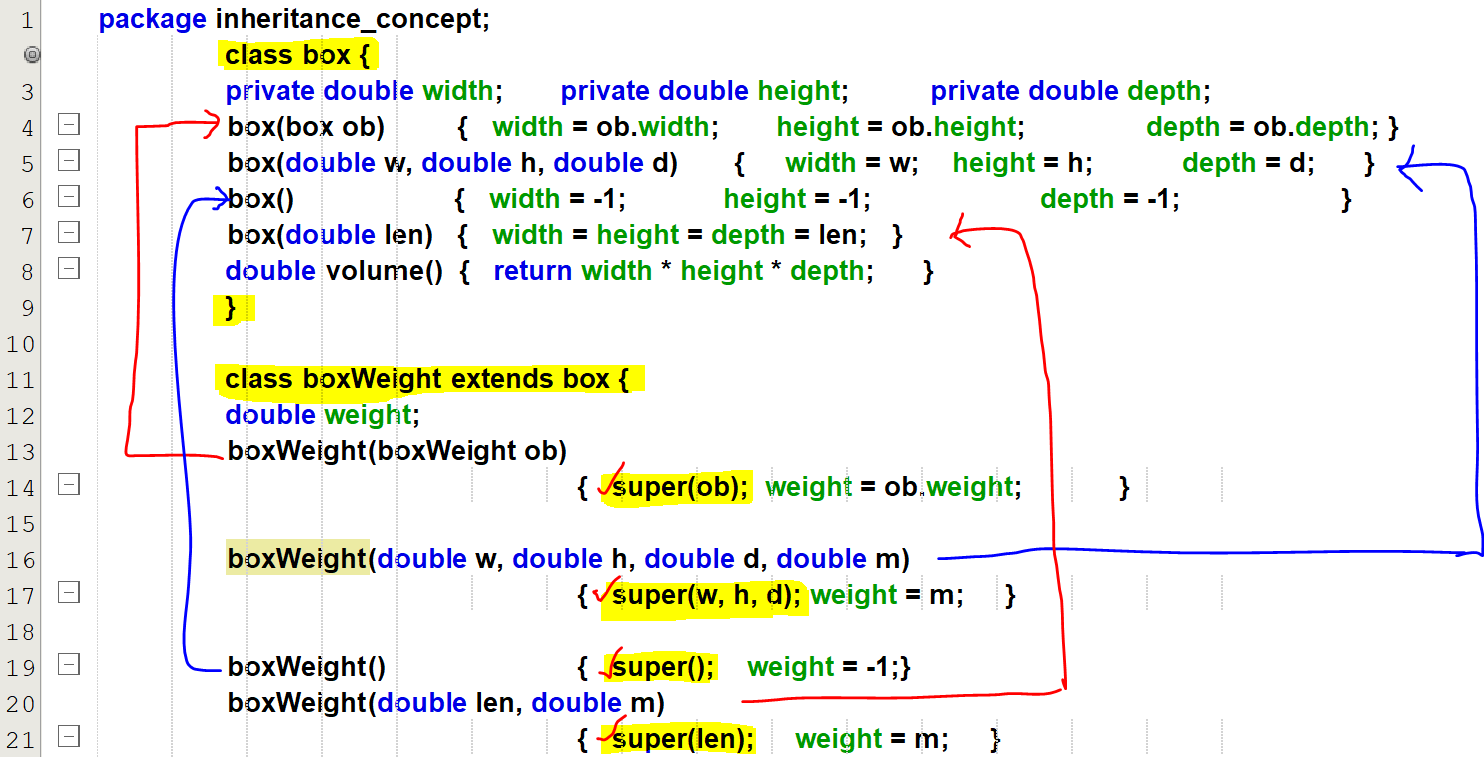
# **Refer BOX program.pdf**

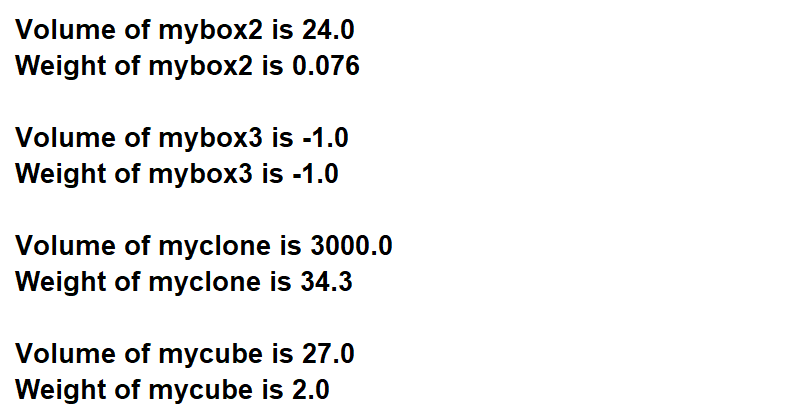
  


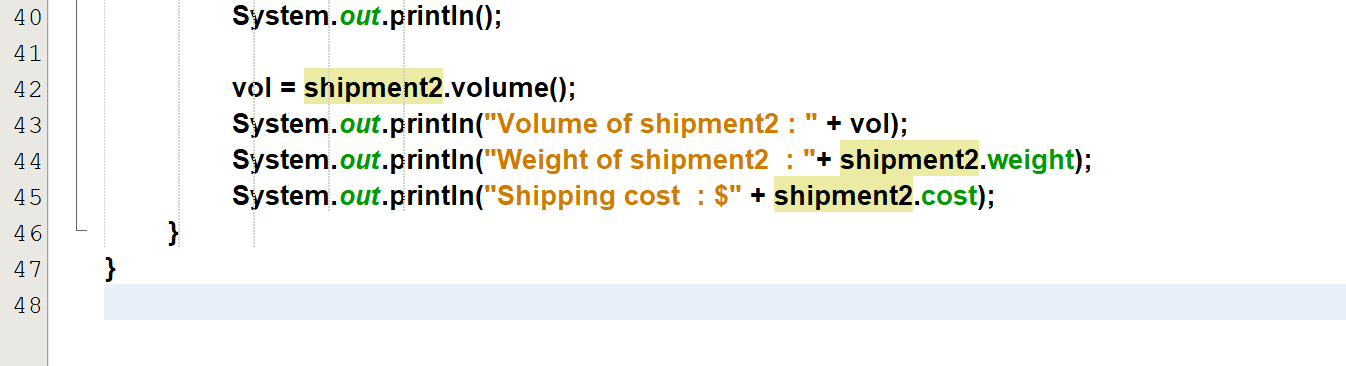
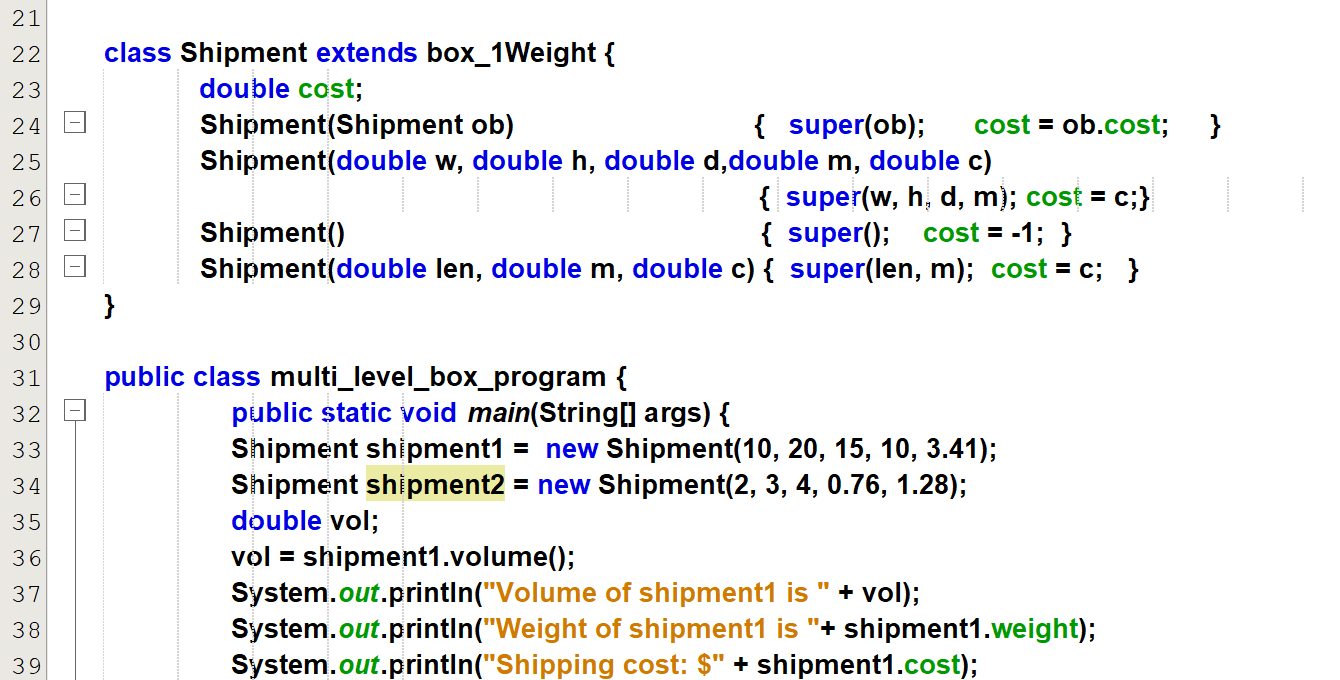
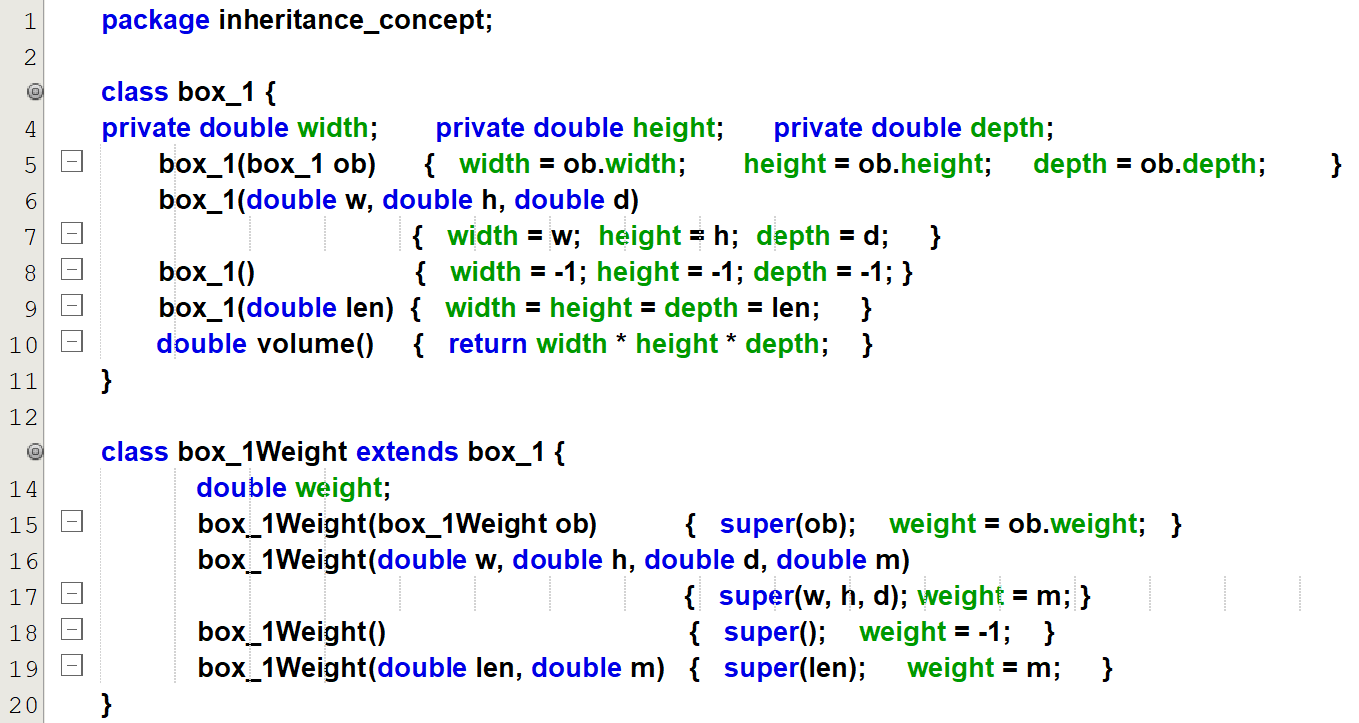
Output  


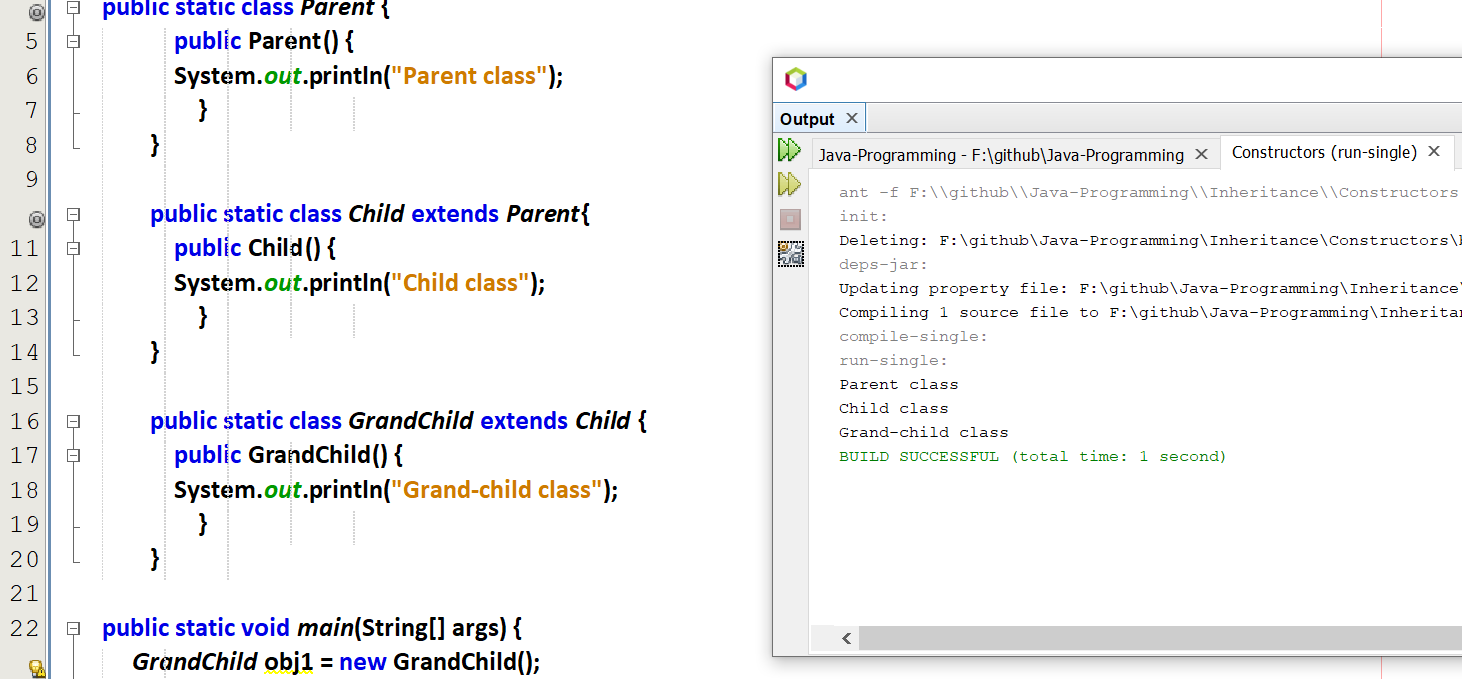
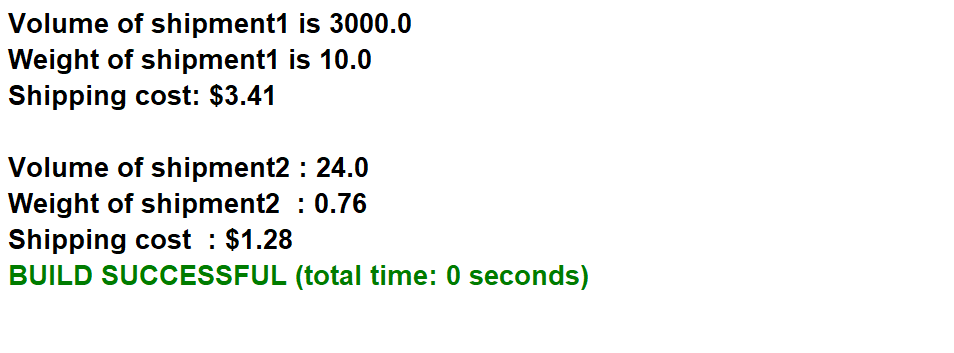
# **Refer Circle Cylinder**

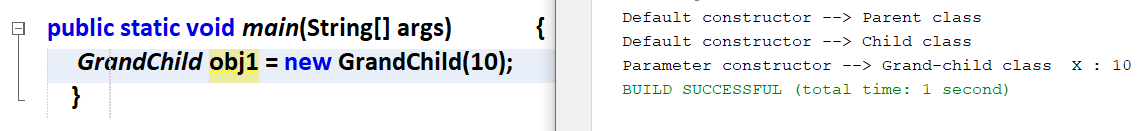
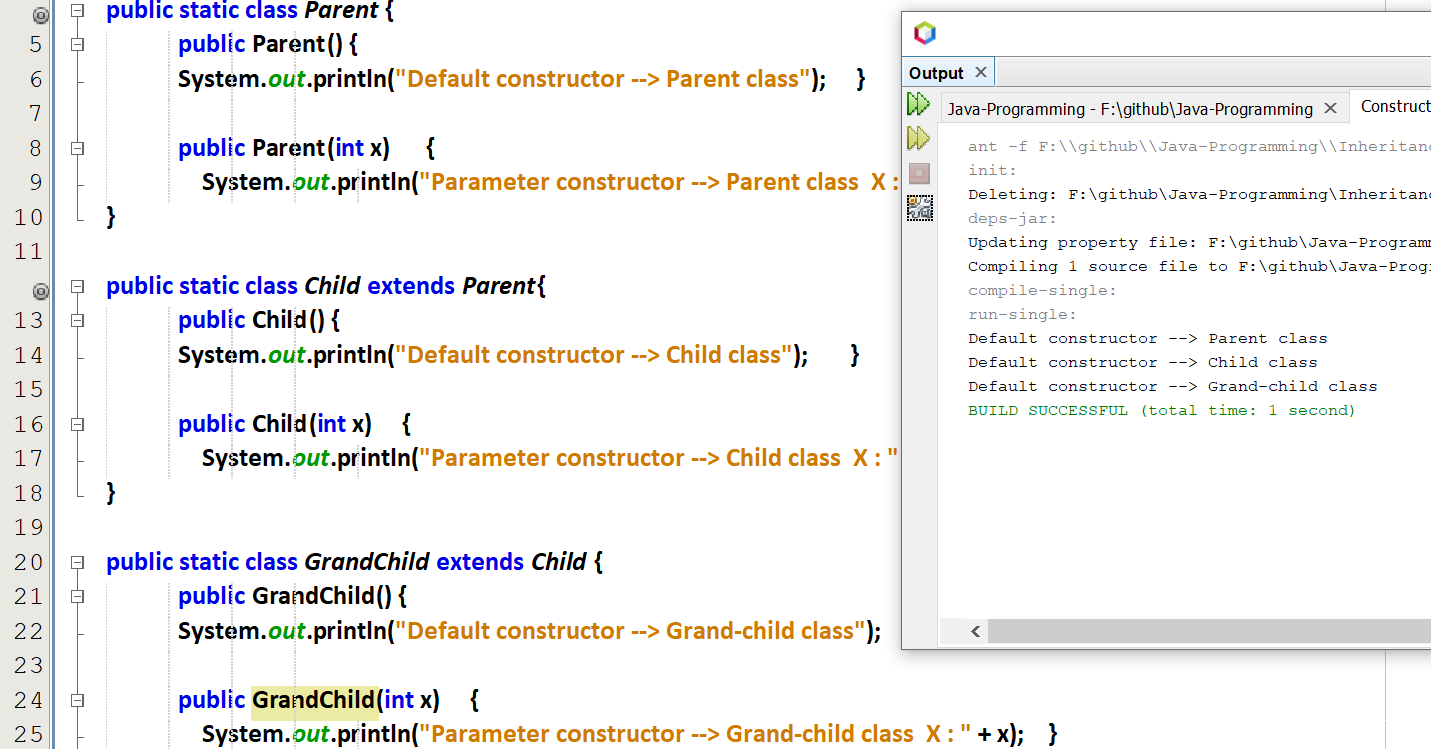
**Refer super\_box\_program**

**Output:**

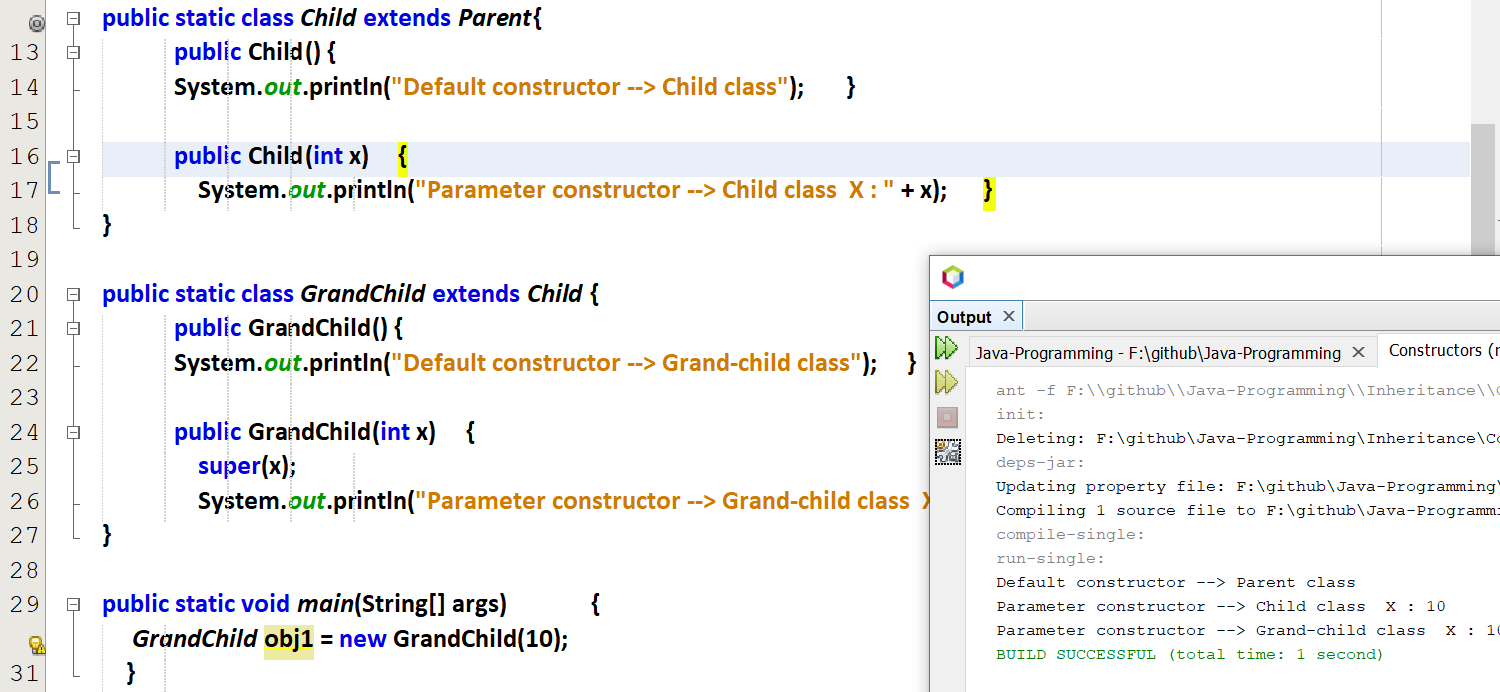
**Refer multi\_level\_box\_program**

**Output:**

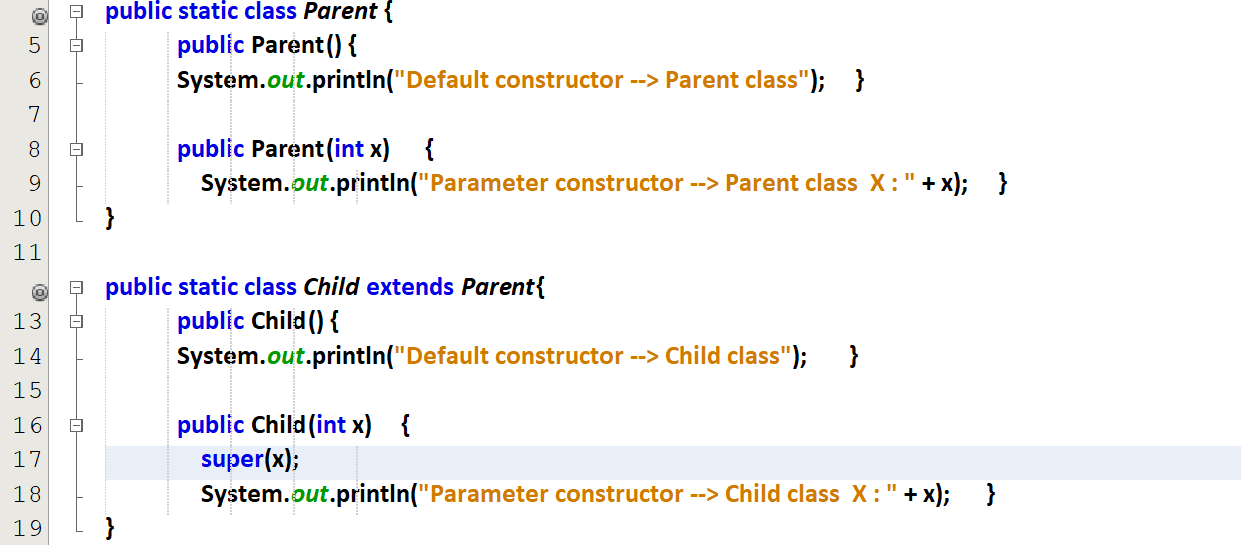
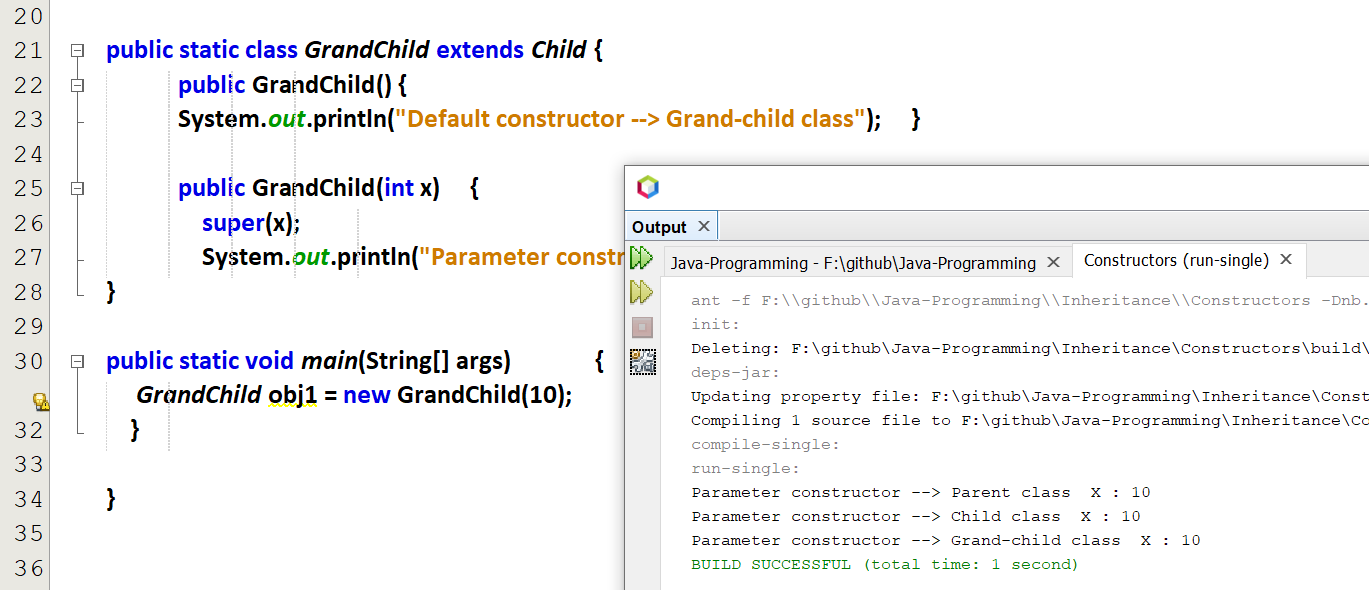
Constructors are created at the creation of object itself.



How to pass x to the child and parent class.

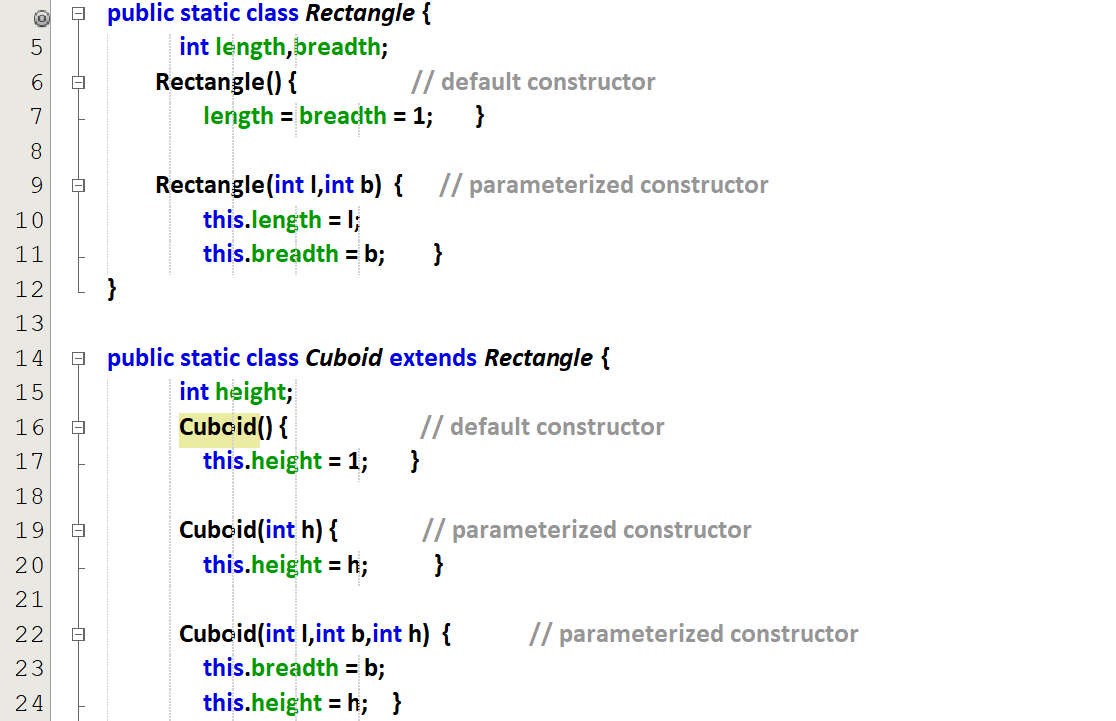
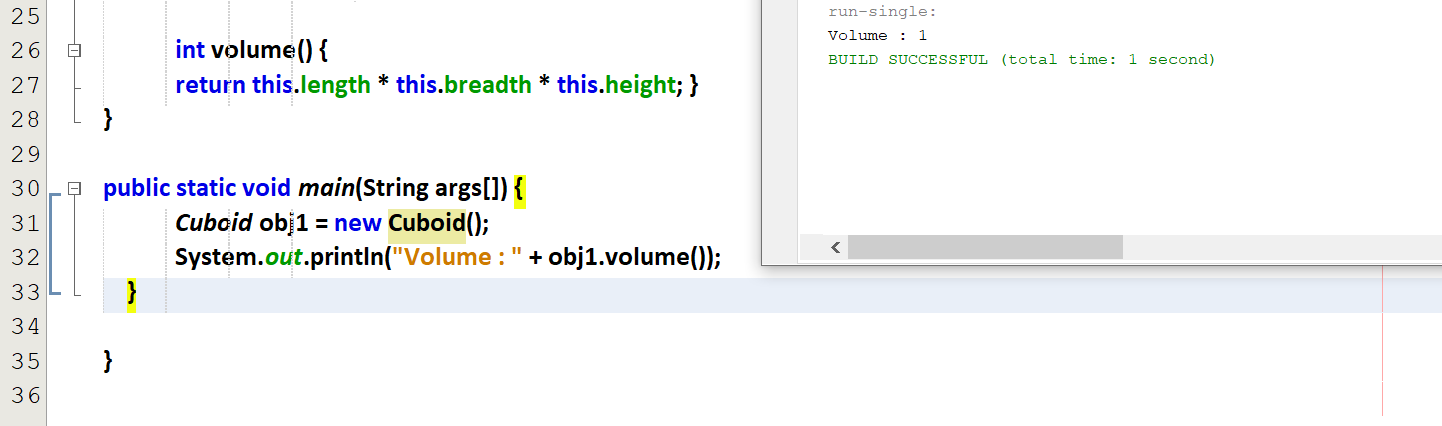
  
super() in GrandChild

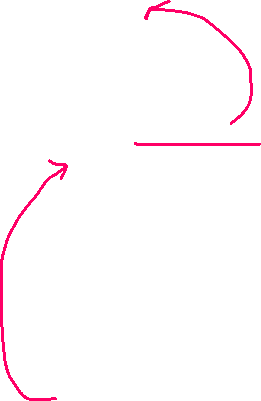


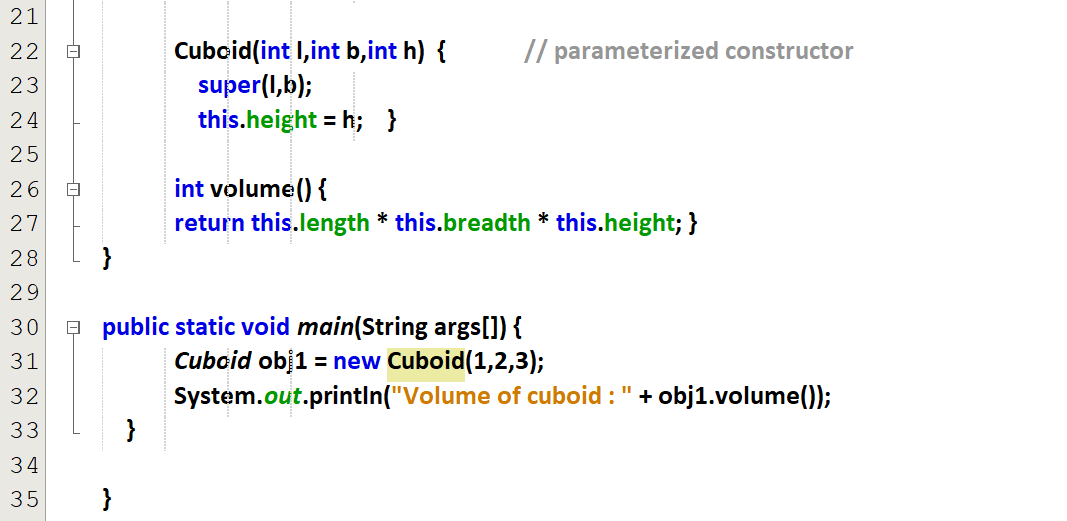
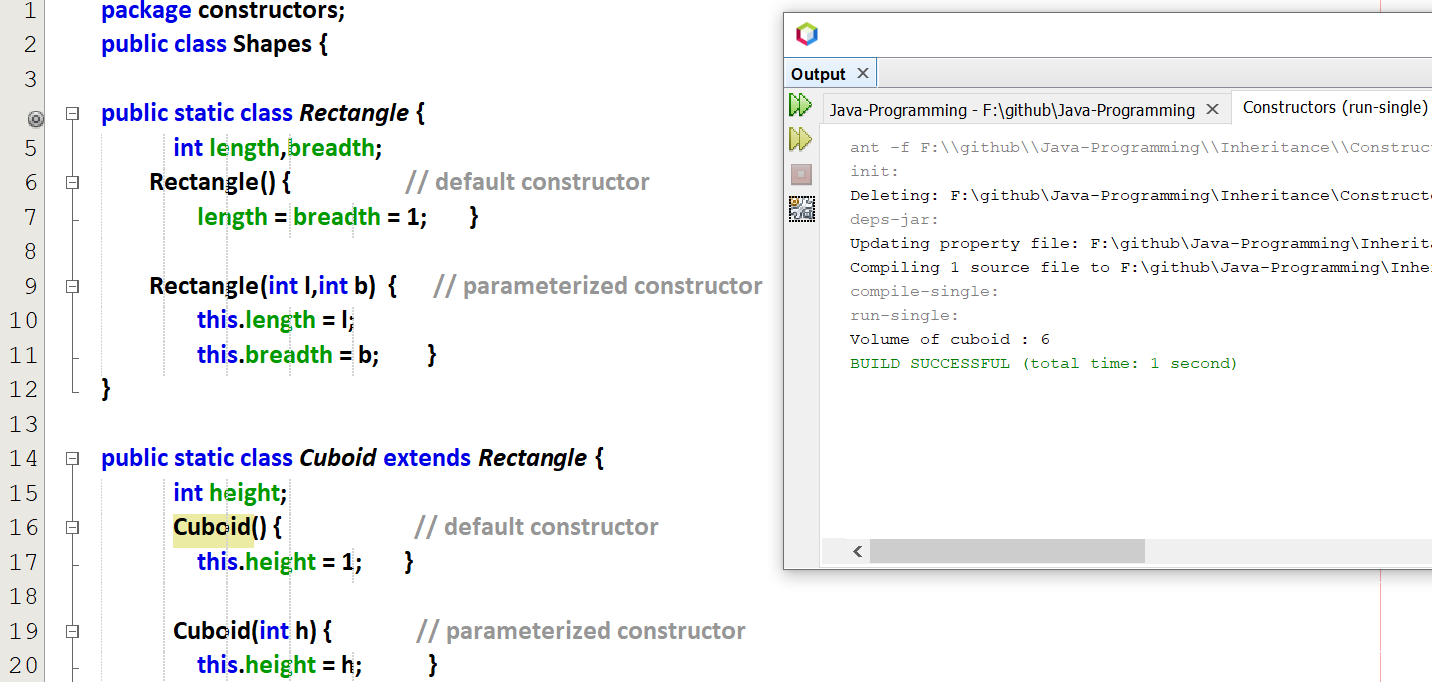


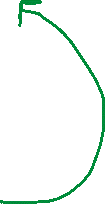
super() in GrandChild() and child()



In this length=height=breadth=1, so volume =1





In this length=1 and height=2 and breadth=3 so volume = 6

With abstract class reference we can make the concrete class object.