

Assignment – Polymorphism Overriding

Write an answer of below question and send it for review.

1] Write class implementation for below hierarchy by using overriding.

```
class Employee
{
    public void IncrementSalary()
    {
        System.out.println("Employees Salaries need to be incremented");
    }
}

class Developer extends Employee
{
    @Override
    public void IncrementSalary()
    {
        System.out.println("Developer's Salary incremented by 20,000");
    }
}

class Manager extends Employee
{
    @Override
    public void IncrementSalary()
    {
        System.out.println("Managers salary incremented by 30,000");
    }
}

public class OverrideTest
{
    public static void main(String[] args)
```

```

{
    Employee e = new Employee();
    Developer d = new Developer();
    Manager m = new Manager();

    e.IncrementSalary();
    d.IncrementSalary();
    m.IncrementSalary();
}
}

```

2] create a class named Animal with a method named printSound() that prints the sound of an animal. Also create Dog, cat and pig are different types of animals, so created three subclasses named Dog, Cat and Pig of the class Animal and override printSound() method in each class.

```

class Animal
{
    public void printSound()
    {
        System.out.println("This animal makes a generic sound.");
    }
}

class Dog extends Animal
{
    @Override
    public void printSound()
    {
        System.out.println("Dog does Woof! Woof!");
    }
}

class Cat extends Animal
{

```

```

@Override
public void printSound()
{
    System.out.println("Cat sounds like Meow!");
}
}

class Pig extends Animal
{
    @Override
    public void printSound()
    {
        System.out.println("Pig sounds like Oink! Oink!");
    }
}

public class AnimalTest
{
    public static void main(String[] args)
    {
        Animal animal = new Animal();
        Dog dog = new Dog();
        Cat cat = new Cat();
        Pig pig = new Pig();

        System.out.print("Generic animal sound : ");
        animal.printSound();
        dog.printSound();
        cat.printSound();
        pig.printSound();
    }
}

```