Assignment -2. SreePostian Nair (1) JAVA

1. Write a program to illustrate polymorphism. 3 classes -> Circle, square triangle. Shape interface should contain 3 methods.

Ars. Class Shape {

public void render () { System .out. println ("Rendering Shape --");

Class Square extends Shape ?. public void render () ? System. out. println ("Rendering Order Square ...")

Class Grale extends Shape? public void render() {

System.out.println ("Rendering Circle...")

Class Triangle extends Shape { void render() ? publia

```
System out println ("Rendering Triangle --");
Class Maro &
    Publio Statio void maio (String [Jargs)?
         Square S1 = new Square ();
           s1 . render();
          Godo d= new Code ();
       61 . rorder();
           Triangle t1 = new Triangle ();
           t1 render ():
     Sond and it was
```

2. Program to illustrate polymorphism. Scalposhandin Parent has 3 methods = (2) TU()
(4)10()
Overload (int button, String Phylis)
Overide (3) Phone (int phas, double price)
Ams. Class Powers &
Tilles or heathern and it in get in me
Statro bool ean tu()
2
System - out privil on ("TV Class is rendered")
return true;
3
Static boolean radio (in button, String playlist)
{
System .out-privile (button & String plated) 3 return true.
Static boolean phone (int phono, double price, String
phylia)
Systemous. print ln (phro+ "It" + playled +" It")
price);
return true;
E Company of the Comp

static word main (Strong args []) publó System. out-privilen ("To method is called"): System.out-println (tul); System. out. print ln (" Radio method is called") System. out print (Radio (4, "Album")); System - out print (" Phone method is called!). System.out print (phone (4, 20,3, "Album)).