

**package** inheritancepack;

**public** **class** A

{

**public** **void** Display\_A()

{

System.***out***.println("This is A Class");

}

}

**package** inheritancepack;

**public** **class** B **extends** A

{

**public** **void** Display\_B()

{

System.***out***.println("This is B Class");

}

}

**package** inheritancepack;

**public** **class** mainclass

{

**public** **static** **void** main(String[] args)

{

// Create the class Object

A obj\_a=**new** A();

B obj\_b=**new** B();

// call the function

obj\_a.Display\_A();

obj\_b.Display\_B();

}

}



