OOP with Java Machine Test - 12

March-24/ OOP\_with\_JAVA/012 Time: 02:00hrs

OOP with Java

Diploma in Advance Computing

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Q1. Write a program to create a class named shape. It should contain 2 methods, draw() and erase() that prints ―Drawing Shape and ―Erasing Shape respectively. For this class, create three sub classes, Circle, Triangle and Square and each class should override the parent class functions - draw () and erase (). The draw() method should print ―Drawing Circle, ―Drawing Triangle and ―Drawing Square respectively. The erase() method should print ―Erasing Circle, ―Erasing Triangle and ―Erasing Square respectively. Create objects of Circle, Triangle and Square in the following way and observe the polymorphic nature of the class by calling draw() and erase() method using each object. Shape c=new Circle(); Shape t=new Triangle(); Shape s=new Square();