**Write a program in Java to create a Player class. Inherit the classes Cricket \_Player, Football \_Player and Hockey\_ Player from Player class.**

***CODE:***

***class player***

***{***

***String name;***

***int age;***

***player(String n,int a)***

***{***

***name=n; age=a;***

***}***

***void show()***

***{***

***System.out.println("\n");***

***System.out.println("Player name : "+name);***

***System.out.println("Age : "+age);***

***}***

***}***

***class cricket\_player extends player***

***{***

***String type;***

***cricket\_player(String n,String t,int a)***

***{***

***super(n,a);***

***type=t;***

***}***

***public void show()***

***{***

***super.show();***

***System.out.println("Player type : "+type);***

***}***

***}***

***class football\_player extends player***

***{***

***String type;***

***football\_player(String n,String t,int a)***

***{***

***super(n,a);***

***type=t;***

***}***

***public void show()***

***{***

***super.show();***

***System.out.println("Player type : "+type);***

***}***

***}***

***class hockey\_player extends player***

***{***

***String type;***

***hockey\_player(String n,String t,int a)***

***{***

***super(n,a);***

***type=t;***

***}***

***public void show()***

***{***

***super.show();***

***System.out.println("Player type : "+type);***

***}***

***}***

***class Main***

***{***

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

***{***

***cricket\_player c=new cricket\_player("Virat","criket",32);***

***football\_player f=new football\_player("Sunil","football",30);***

***hockey\_player h=new hockey\_player("Balbeer","hockey",27);***

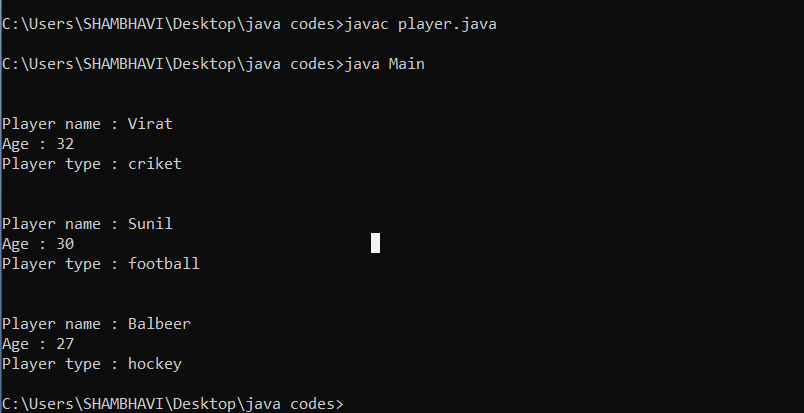
***c.show();***

***f.show();***

***h.show();***

***}***

***}***

***OUTPUT: ***