

Session-1 Lab

Assignment -1.

- Write a Java program to create a class called Vehicle with a method called drive().
- Vehicle should have attributes such as make (String), model (String) , year (int) and maximumSpeed (int).
- Create a constructor in Vehicle with all fields as constructor parameters.
- Create a subclass called Car and override constructor. Call super().
- Write a function that overrides the drive() method to print (make + " " + model + " Car is driving").
- Also create another subclass Bike extending the vehicle class.
- Override the drive() method to print (make + " " + model + " Bike is driving").
- Instantiate both Bike and Car class. Print their attributes.

Assignment -2.

- Write a Java program to create a class called Shape with a method called getArea().
- Create a subclass called Circle and create a constructor that takes the value of radius(int) as input parameter.
- Override the getArea() method.
- Create a class called square that takes an attribute length. Create a constructor that takes length as input.
- Override the getArea() method.
- Create a subclass of Shape called Rectangle that takes width and height as input to the constructor.
- Override the getArea() method to calculate the area of a rectangle. Instantiate and call getArea() method.