

OBJECT ORIENTED PROGRAMMING LAB

Experiment No.: 14

Aim

Create classes Student and Sports. Create another class Result inherited from Student and Sports. Display the academic and sports score of a student.

Procedure

```
import java.util.Scanner;

class sports{
    String sport;
    int Rating;
    sports(String spo, int ra){
        sport = spo;
        Rating = ra;
    }
}

class student extends sports{
    String Grade;
    double Overall_per;
    student(String spo, int ra,String gd, double per ){
        super(spo, ra);
        Grade = gd;
        Overall_per = per;
    }
}

public class result extends student {
```

Name: Silvia Thomas

Roll No:38

Batch:RMCA B

Date:24/05/2022

```
result(String spo, int ra,String gd, double per ){
    super(spo, ra, gd, per);
}

void display(){
    System.out.println("\nSports Details of Student");
    System.out.println("Sport :"+sport);
    System.out.println("Rating :"+Rating);
    System.out.println("\nAcademic Details of Student");
    System.out.println("Academic Grade :"+Grade);
    System.out.println("Overall percentage :"+Overall_per);
}

public static void main(String[] args) {
    Scanner sc =new Scanner(System.in);
    System.out.println("\nEnter the Sports Details of Student");
    System.out.println("\n Sport: ");
    String a =sc.next();
    System.out.println("\n Sport Rating  out of 10: ");
    int b =sc.nextInt();
    System.out.println("\nEnter the Sports Details of Student");
    System.out.println("\n Academic Grade: ");
    String c =sc.next();
    System.out.println("\n Overall percentage: ");
    double d =sc.nextDouble();
    sc.close();
    result obj= new result(a,b,c,d);
    obj.display();
}
}
```

output

```
D:\java>javac result.java
D:\java>java result
Enter the Sports Details of Student
Sport:
cricket
Sport Rating out of 10:
7
Enter the Sports Details of Student
Academic Grade:
b
Overall percentage:
70
Sports Details of Student
Sport :cricket
Rating :7
Academic Details of Student
Academic Grade :b
Overall percentage :70.0
```

