

```

void main() {
    HouseThatIsAnInvestment aHouse("13 Second
Street", 200000, 240000, 2200, 4);
    aHouse.showHouse(); }

```

5. A superclass Rectangle is shown in Program 8.6, subclass Square is shown in Program 8.7 and class TestShape is shown in Program 8.8.
 [Kelas Super Rectangle diwakili oleh Program 8.10. Kelas Sub Square dipaparkan pada Program 8.7 dan kelas TestShape dipaparkan oleh Program 8.8.]

```

//Program 8.6
1 public class Rectangle {
2     private double width;
3     private double length;
4
5     Rectangle (double _w, double _l) {
6         (i) a. _____
7         (i) b. _____
8     }
9     protected double calculateArea() {
10         return width * length;
11     }
12     public void display() {
13         System.out.println(width);
14         System.out.println(length);
15     }
16 }
17

```

```

//Program 8.7
1 public class Square ____ (ii) ____ {
2     double height;
3     public Square() {
4         (iii) a. ____
5         (iii) b. ____
6     }
7
8     public double calculateVolume() {
9

```



```

10      _____ (iv) _____
11
12    }
13    public void display() {
14      _____ (v) _____
15      System.out.println(height);
16      System.out.println(calculateVolume());
17    }
18  }

```

```

1  //Program 8.8
2  class TestShape{
3      public static void main(String[]arg){
4          _____ (vi) _____
5          _____ (vii) _____
6      }
7
8  }

```

- i. Assign values for superclass attributes
[Umpukkan nilai bagi atribut superclass]
- ii. Subclass Square inherits from superclass Rectangle
[Subclass Square mewarisi superclass Rectangle]
- iii. Assign values to Square attribute (height = 10) and inherited attributes (width = 10, length = 15)
[Umpukkan nilai kepada atribut Square (height = 10) dan atribut yang diwarisi (width = 10, length = 15)]
- iv. calculate the volume for Square by using the inherited method
[Dengan menggunakan metod yang diwarisi, kira isipadu bagi Square]
- v. Display width, length, height and volume for Square
[Papar width, length, height and volume bagi Square]
- vi. Create a Square object named as squarebox
[Bina satu objek bagi Square yang bernama squarebox]
- vii. Calculate the volume for squarebox and display its properties
[Kira volume bagi squarebox dan papar maklumatnya]