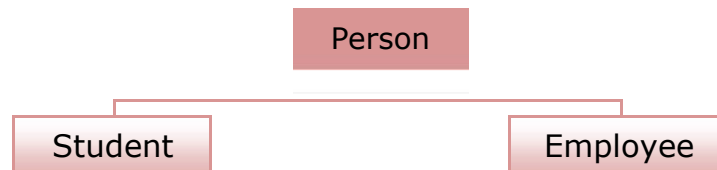


DEPARTMENT OF INFORMATION TECHNOLOGY		
OBJECT TECHNOLOGY LABORATORY	LAB ASSIGNMENT- 4 (Inheritance & Polymorphism in JAVA)	Doc No.: CEMK/IT/IT491/04
		Revision No.: 2.0
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College of Engineering and Management, Kolaghat
Object Technology Laboratory, (5th Semester, IT)

1. An inheritance hierarchy is given as follows:

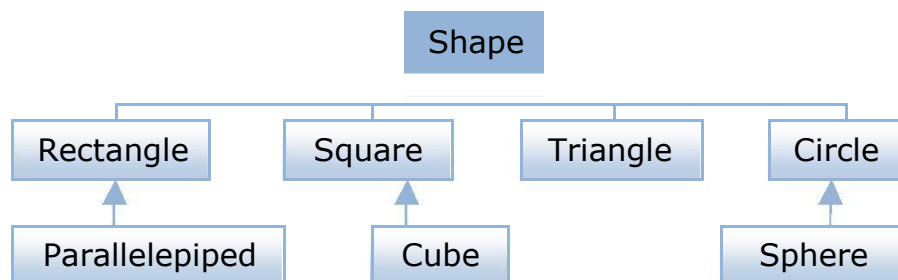


Write a JAVA program to perform the following:

- Create a class for each entity shown above
- Instance variables for Person – name, dept, DOB [Use the class **java.util.GregorianCalendar** or **java.util.Date**]
- Instance variables for Student – rollno, sem, cgpa
- Instance variables for Employee – empId, designation
- Constructors for each class (default and parameterized)
- Constructors in each subclass should invoke the constructor of superclass

2. Write a JAVA program to implement *Dynamic Method Dispatch* using above inheritance hierarchy.

3. An inheritance hierarchy is given as follows:



Write a JAVA program to perform the following:

- Create a class for each entity shown above
- Instance variables for Shape – dim1, dim2, dim3
- Make Shape class *abstract*
- Constructors for each class (default and parameterized)
- A method to calculate area for each entity. area method in subclass will override the area method in super class. Declare area method in Shape class *abstract*.
- Prevent Triangle class to be inherited



