OBJECT ORIENTED PROGRAMING LAB

Experiment No.: 14

Name: Susan Sebastian

Roll No : 47

Batch: B

Date: 24-05-22

<u>Aim</u>

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

Source Code

```
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 {
  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 Screenshot

```
Enter the Sports Details of Student

Sport:
Cricket

Sport Rating out of 10:
8

Enter the Sports Details of Student

Academic Grade:
A

Overall percentage:
90

Sports Details of Student
Sport:Cricket
Rating:8

Academic Details of Student
Academic Grade:A

Overall percentage:90.0
```