JAVA TASK-3

Write a Java program that demonstrates various OOP concepts including class design, inheritance, abstraction, polymorphism, encapsulation, method overriding, and method overloading.

CODE:

```
J Main.java > ...
      // Base class (Superclass)
 1
      class Animal {
 2
          private String name; // Encapsulation
 3
 4
 5
          public Animal(String name) {
              this.name = name;
 6
 7
 8
 9
          public String getName() { // Encapsulation
              return name;
10
11
12
          public void setName(String name) { // Encapsulation
13
              this.name = name;
14
15
16
          // Method that can be overridden
17
          public void makeSound() {
18
19
              System.out.println(x:"Some generic animal sound");
20
21
          // Overloaded method
22
          public void eat() {
23
              System.out.println(name + " is eating.");
24
25
26
          // Overloaded method with different parameters
27
          public void eat(String food) {
28
              System.out.println(name + " is eating " + food + ".");
29
30
31
32
33
      // Derived class (Subclass)
34
      class Dog extends Animal {
          public Dog(String name) {
35
36
              super(name);
37
 38
```

```
// Method overriding
39
40
         @Override
         public void makeSound() {
41
             System.out.println(x:"Woof");
42
43
44
45
46
     // Another derived class (Subclass)
     class Cat extends Animal {
47
48
         public Cat(String name) {
49
             super(name);
50
51
         // Method overriding
52
         @Override
53
         public void makeSound() {
54
             System.out.println(x:"Meow");
55
56
57
58
     public class Main {
59
         Run | Debug
60
         public static void main(String[] args) {
              // Creating objects (Polymorphism)
61
             Animal myDog = new Dog(name: "Buddy");
62
63
             Animal myCat = new Cat(name:"Whiskers");
64
              // Calling methods
65
             myDog.makeSound(); // Output: Woof
66
             myCat.makeSound(); // Output: Meow
67
68
              // Encapsulation demonstration
69
             myDog.setName(name:"Rex");
70
71
              System.out.println("Dog's new name: " + myDog.getName());
72
              // Method overloading demonstration
73
74
             myDog.eat(); // Output: Rex is eating.
              myCat.eat(food:"fish"); // Output: Whiskers is eating fish.
75
76
```

OUTPUT:

```
PS C:\Users\SWETHA BENNY\Documents\javaProject> javac Main.java
>> java Main
>>
Woof
Meow
Dog's new name: Rex
Rex is eating.
Whiskers is eating fish.
```