

9. Write a program in Java to resolve the diamond problem using OOPs' concepts

#### **SOURCE CODE**

```
//diamond problem solution
```

```
package assistedPracticeProject2;
```

```
interface class1 //interface number 1
```

```
{  
    public default void display() //display() 1  
    {  
        System.out.println("the display() method of class1 ");  
    }  
}
```

```
interface class2 //interface number 2
```

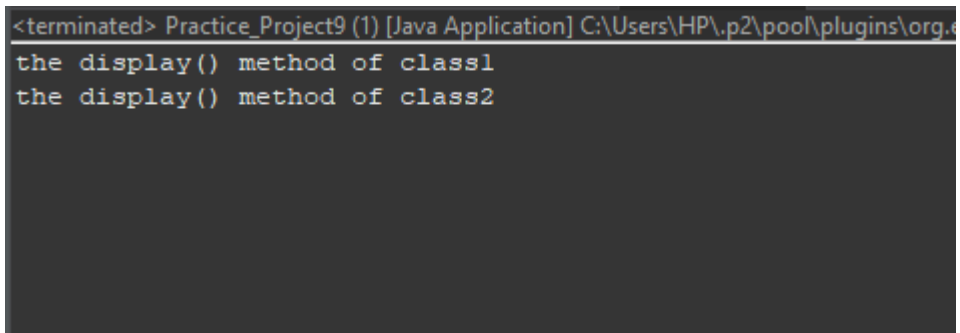
```
{  
    public default void display() //display() 2  
    {  
        System.out.println("the display() method of class2");  
    }  
}
```

```
public class Practice_Project9 implements class1, class2 //implementing both interface class1 and  
class2
```

```
{  
    public void display()  
    {  
        class1.super.display(); //calling display of interface 1  
        class2.super.display(); //calling display of interface 2  
    }  
    public static void main(String args[])
```

```
{  
    Practice_Project9 p1 = new Practice_Project9(); //creating object for main class  
    p1.display(); //calling display()  
}  
}
```

## OUTPUT



```
<terminated> Practice_Project9 (1) [Java Application] C:\Users\HP\.p2\pool\plugins\org.e  
the display() method of class1  
the display() method of class2
```