**Name: Varsha JJ**

**Roll No: 48**

**Batch: S2 MCA**

**Date:24/05/2022**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 5**

**Aim**

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

**Procedure**

import java.util.Scanner;

class student{

int roll;

String name;

int phy,eng,maths;

student()

{

Scanner sc1= new Scanner(System.in);

System.out.print("Enter the roll number:");

roll =sc1.nextInt();

System.out.print("Enter name:");

name=sc1.next();

System.out.print("Enter physics mark:");

phy =sc1.nextInt();

System.out.print("Enter english mark:");

eng =sc1.nextInt();

System.out.print("Enter maths mark:");

maths =sc1.nextInt();

}

}

class sports extends student

{

int fscore,cscore;

sports()

{

Scanner sc2= new Scanner(System.in);

System.out.print("Enter football score:");

fscore=sc2.nextInt();

System.out.print("Enter Cricket score:");

cscore=sc2.nextInt();

}

}

class Result extends sports

{

void display()

{

System.out.println(" ----Students Details----" );

System.out.println("Name : " + name);

System.out.println("Roll No : " + roll);

System.out.println("----Academic Score----" );

System.out.println("Physics :" + phy);

System.out.println("English :" + eng);

System.out.println("Maths :" + maths);

System.out.println("Total subject mark:"+(phy+eng+maths));

System.out.println("....SPORTS SCORE....");

System.out.println("Football : " + fscore);

System.out.println("Cricket : " + cscore);

System.out.println("Total Sports mark:"+(fscore+cscore));

}

}

public class Finalresult{

public static void main(String[] args) {

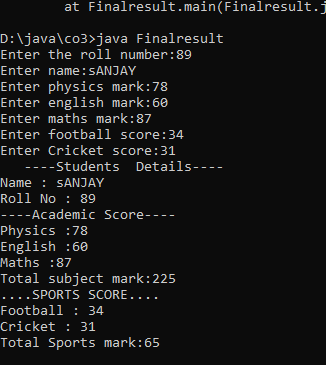
Result rs =new Result();

rs.display();

}

}

**Output Screenshot**

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