# TNS FOUNDATION C2TC TECHNICAL TRAINING

### **ASSIGNMENT-1**

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YEAR: FINAL YEAR

1. Write a java program - create a class name as animal, create 3objects, create 3 attributes, and create 3 methods?

### **PROGRAM:**

```
class Animal {
    public void eat()
        System.out.println("eat method");
    public void sleep()
        System.out.println("sleep method");
    }
class Bird extends Animal{
   @Override
    public void eat() {
        super.eat();
        System.out.println("overide eat");
    }
    @Override
    public void sleep() {
        super.sleep();
        System.out.println("override sleep");
    }
    public void fly()
        System.out.println("in fly method");
    }
class Animals{
```

```
public static void main(String[] args) {
    Animal a =new Animal();
    Bird b = new Bird();
    a.eat();
    a.sleep();
    b.eat();
    b.sleep();
    b.fly();
}
```

### **OUTPUT:**

```
Main.java
                                                               Output
                                                                                                            Clear
        1 - class Animal {
                                                              java -cp /tmp/mwINDvn5Ny Animals
               public void eat()
                                                              eat methodsleep method
0
        3 -
               {
                   System.out.println("eat method");
                                                             overide eat
(
        5
                                                              sleep method
        6
                                                             override sleep
               public void sleep()
        7
                                                              in fly method
        8 +
        9
                   System.out.println("sleep method");
0
       10
       11
       12
       13 }
       14 - class Bird extends Animal{
       15
               @Override
               public void eat() {
       17
                   super.eat();
0
                   System.out.println("overide eat");
       18
       19
       20
               @Override
       21
       22 -
               public void sleep() {
       23
                   super.sleep();
       24
                   System.out.println("override sleep");
       25
       26
       27
               public void fly()
       28 -
                   System.out.println("in fly method");
       29
       30
       31
       32 }
       33 - class Animals{
               public static void main(String[] args) {
       34 -
       35
                   Animal a =new Animal();
                   Bird b = new Bird();
       36
       37
                   a.eat();
       38
                   a.sleep();
       39
                   b.eat();
       40
                   b.sleep();
       41
                   b.fly();
       42
       43 }
```

2. Write a java program - using for loop/condition to print the helloworld program, if it is a input is less than 10 then print hello world for many times

#### **PROGRAM:**

```
public class HelloWorld {
    public static void main(String[] args) {
        for (int i = 0; i < 10; i++) {
             System.out.println("Hello World");
        }
    }
}</pre>
```

## **OUTPUT:**

