

## Without Inheritance

```
class FighterRobot {  
    void speak()  
    {  
        System.out.println("Robot is speaking");  
    }  
    void interact()  
    {  
        System.out.println("Robot is interacting");  
    }  
    void learn()  
    {  
        System.out.println("Robot is learning");  
    }  
    void recharge()  
    {  
        System.out.println("Robot is recharging");  
    }  
}
```



void fight()

{

System.out.println("Fighter robot is  
fighting");

}

class PlayerRobot

{

void speak()

{

System.out.println("Robot is speaking");

{

void interact()

{

System.out.println("Robot is interacting");

{

void learn()

{

System.out.println("Robot is learning");

{



```
void recharge()
```

{

```
    System.out.println("Robot is recharging");
```

{

```
void play()
```

{

```
    System.out.println("Player robot is playing");
```

{

{

```
class TeacherRobot
```

{

```
void speak()
```

{

```
    System.out.println("Robot is speaking");
```

{

```
void interact()
```

{



System.out.println("Robot is interacting");

{

void learn()

{

System.out.println("Robot is learning");

{

void recharge()

{

System.out.println("Robot is recharging");

{

void teach()

{

System.out.println("Teacher robot is teaching");

{

{



```
public class RobotApp {
```

```
    public static void main(String []args) {
```

```
        // fighter robot
```

```
        FighterRobot fr = new FighterRobot();
```

```
        System.out.println("Output for fighter robot :");
```

```
        fr.speak();
```

```
        fr.interact();
```

```
        fr.learn();
```

```
        fr.recharge();
```

```
        fr.fight();
```

```
        // player robot
```

```
        PlayerRobot pr = new PlayerRobot();
```

```
        System.out.println("Output for player robot :");
```

```
        pr.speak();
```

```
        pr.interact();
```

```
        pr.learn();
```

```
        pr.recharge();
```



pr. play();

if teacher robot

TeacherRobot tr = new TeacherRobot();

System.out.println("Output for teacher robot:");

tr.speak();

tr.interact();

tr.learn();

tr.recharge();

tr.teach();

}

}

Output:

Output for fighter robot:

Robot is speaking

Robot is interacting

Robot is learning



Robot is recharging

Fighter Robot is fighting

Output for player robot:

Robot is speaking

Robot is interacting

Robot is learning

Robot is recharging

Player robot is playing

Output for teaching robot:

Robot is speaking

Robot is interacting

Robot is learning

Robot is recharging

Teacher robot is teaching.

