

With Inheritance

```
class Robot
{
    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");
    }
}
```



```
class FighterRobot extends Robot
{
    void fight()
    {
        System.out.println ("Fighter robot is fighting");
    }
}

class PlayerRobot extends Robot
{
    void play()
    {
        System.out.println ("Player robot is playing");
    }
}

class TeacherRobot extends Robot
{
    void teach()
    {
        System.out.println ("Teacher robot is teaching");
    }
}
```



// 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 teacher robot:

Robot is speaking

Robot is interacting

Robot is learning

Robot is recharging

Teacher robot is teaching

