```
1. WAP to implement the abstraction property in JAVA.
```

```
alistract class Shape
  alistract unid draw ();
  class livele extends shape
   meia drame ()
  System aut printen ("Draw a shape of a circle").
 class A
 pullic static meid main (string args [])
 Rivele aly = nue livele ();
 aly deau ();
```

OUTPUT Deau a shape of a circo

```
6. WAP to implement super keyword in Jana.
   class A
    moid alec ()
    System aut printen ("Gello");
                                                           OUTPUT
                                                           Hello
                                                           He
    class B extends A
      neid alse ()
      System out puintln ("Di");
       noid much ()
       & super. alec ();
         alic ();
       class try
       pullic static rold main (String args [])
         B aly = nue B();
         oly. work ();
  I WAP to implement super () method unithout parameter
     class A
       System. aut. printen ("A is created");
```

```
class D extendo A
   D()
                                                          OUTPUT
   System aut puinten ("D is vuelled");
   super ();
                                                         A is recalled
                                                         D is created
   Class Try
      pullic static rueid main (string args [])
          aly = new B ();
         oly work ();
8. WAP to implement super () method with parameter
   class Persona
    untid;
    String name;
    Person ( unt id, string manere)
     this id = id,
    this name = name;
   class Eemp extends Persons
   float salary;
     lump ( unt 1d, string name, float Sal)
    super (id, name);
   this salary = sal;
```

```
moid display ()
 System aut. println (id +" "+ name + " "+ salary);
                                                             OUTPUT
                                                            11 Sunit 64000.
 class Test
 pullic static word main (Stringsbugs)
  Europ e1 = new Europ (11, "Sunit, 64000g.);
  e1. desplay ();
```