Hierarchical Inheritance-

1.Addition 2 no 2.Multiplication 2 no 3.Greatest 2 No 4.Swapping 2 no.

```
import java.util.Scanner;

public class Hierarchical extends pro{

	public static void main(String[] args) {
		// TODO Auto-generated method stub

		 grt();
		System.out.println("a="+a+" and b="+b);
		pro1 a=new pro1();
		a.add();
		pro2 b=new pro2();
		b.mul();
		pro3 c=new pro3();
		c.greatest();
		pro4 d=new pro4();
		d.Swap();
	}

}
class pro
{
	static int a,b,t;
	public static void grt() {
		Scanner sc=new Scanner(System.in);
		System.out.println("Enter two numbers: ");
		a=sc.nextInt();
		b=sc.nextInt();
	}
}
class pro1 extends pro
{
	public static void add() {

		System.out.println("Addition="+(a+b));

	}
}
class pro2 extends pro
{
	public static void mul() {

		System.out.println("Multiplication="+(a*b));

	}
}
class pro3 extends pro
{
	public static void greatest() {

		if(a>b)
			System.out.println(a + " is the greater number.");
		else
```

```
                    System.out.println(b + " is the greater number.");

            }
}
class pro4 extends pro
{
      public static void Swap() {

                    System.out.println("Before swapping numbers: "+a+" "+b);
            t=a;
            a=b;
            b=t;
                    System.out.println("After swapping numbers: "+a+" "+b);

                    }
}
```

Output-