

Easy Java Assignments

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1. Create a class with a method that prints "This is parent class" and its subclass with another method that prints "This is child class". Now, create an object for each of the class and call

- 1 - method of parent class by object of parent class
- 2 - method of child class by object of child class
- 3 - method of parent class by object of child class

2. Create a class named 'Member' having the following members:

Data members

- 1 - Name
- 2 - Age
- 3 - Phone number
- 4 - Address
- 5 - Salary

It also has a method named 'printSalary' which prints the salary of the members.

Create an object of the above class and take input from the console for each of the fields and finally display the data.

Now create a class inherited from Members called PrimeMembers and add the properties

1. JoiningYear
2. JoiningFees
3. isActive

To the PrimeMembers add a method called display and display all the fields from the parent class and derived class. Each of the above classes should have their respective accessors and mutators.

3. Create a class named 'Rectangle' with two data members 'length' and 'breadth' and two methods to print the area and perimeter of the rectangle respectively. Its constructor having parameters for length and breadth is used to initialize length and breadth of the rectangle. Let class 'Square' inherit the 'Rectangle' class with its constructor having a parameter for its side. Print the area and perimeter of a rectangle and a square.

4. Create a class named 'Shape' with a method to print "This is shape". Then create two other classes named 'Rectangle', 'Circle' inheriting the Shape class, both having a method to print "This is rectangular shape" and "This is circular shape" respectively. Create a subclass 'Square' of 'Rectangle' having a method to print "Square is a rectangle". Now call the method of 'Shape' and 'Rectangle' class by the object of 'Square' class.