Assignment ( inheritance and polymorphism)

1. Create a family of Classes.

Student

Person

Employee

empId:long

email:String

Customer

customerId:long

mobNo:String

Manager

dept :String

Biller

generateBill(Customer c):void

generateFeeReceipt(Student s):void

Create a class Admin:

Utility

print (Object o) : void

printDetails(Person p):void

print() method takes an Object reference and prints the details:

a calls the generateBill of Biller Class to print the Customer Bill. If o is a type of Customer

b prints the details of the Employee or Manager by calling printDetails()

c prints the fee receipt of the student by calling generateFeeReecipt() of Biller.

A -- get()

setA()

B – get(int x)

get()

setB()