

OBJECT-ORIENTED PROGRAMMING LAB**Experiment No.: 13****Aim**

Write a program has class Publisher, Book, Literature and Fiction. Read the information and print the details of books from either the category, using inheritance.

Program class

```
Main{  
    public static void main(String[] args) {  
        Literature litObj = new Literature("Literature","All the King's Men","ABC");  
        Fiction FicObj = new Fiction("Fiction","War and Peace","DFSC");  
        litObj.display();    FicObj.display();  
    }  
}  
  
class Publisher {    String  
    publisherName;  
    Publisher(String P){  
        this.publisherName = P;  
    }  
}  
  
class Books extends Publisher{  
    String bookName;  
    Books(String B,String P){  
        super(P);    this.bookName  
        =B;  
    }  
}
```

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```
}  
class Literature extends Books{  
    String LiteratureName;  
    Literature(String L,String B,String P){  
super(B,P);        this.LiteratureName =  
L;  
    }  
    void display(){  
        System.out.println(".....");  
        System.out.println("Publisher Name : " + super.publisherName);  
        System.out.println("Bookname Name : " + super.bookName);  
        System.out.println("Literature Name : " + LiteratureName);  
        System.out.println(".....");  
    }  
}  
class Fiction extends Books{  
    String FictionName;  
    Fiction(String F,String B,String P){  
super(B,P);        this.FictionName =  
F;  
    }  
    void display(){  
        System.out.println(".....");  
        System.out.println("Publisher Name : " + super.publisherName);  
        System.out.println("Bookname Name : " + super.bookName);  
        System.out.println("Fiction Name : " + FictionName);  
        System.out.println(".....");  
    }  
}
```

Output Screenshot

```
D:\>javac Main.java

D:\>java Main
.....
Publisher Name : ABC
Bookname Name : All the King's Men
Literature Name : Literature
.....
Publisher Name : DFSC
Bookname Name : War and Peace
Fiction Name : Fiction
.....
D:\>
```