OBJECT-ORIENTED PROGRAMMING LAB

Experiment No.: 14

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Batch: MCA - B

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<u>Aim</u>

Create classes Student and Sports. Create another class Result inherited from Student and Sports. Display the academic and sports score of a student.

Program

```
import java.util.*;
class Student
  String name;
  String gender;
  int no_subject;
  int mark;
  Scanner sc=new Scanner(System.in);
public Student()
  System.out.println("ENTER THE DETAILS");
  System.out.println("enter the name");
  name = sc.next();
  System.out.println("enter the gender");
  gender = sc.next();
  System.out.println("enter the no_subject");
  no_subject = sc.nextInt();
  System.out.println("enter the mark");
  mark = sc.nextInt();
```

```
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}
class Sports extends Student
  int student_id;
  String item_name;
  int score;
 Scanner em= new Scanner(System.in);
 public Sports()
  System.out.println("enter the chest number");
  student_id = em.nextInt();
  System.out.println("enter the item name");
  item_name = em.next();
  System.out.println("enter score");
  score = em.nextInt();
class Result extends Sports
{
  int sum;
  public Result()
   sum =score + mark;
  System.out.println("emter the details of student");
  public void display1()
```

System.out.println("-----Student details-----");

```
System.out.println("The name:"+name);
 System.out.println("The gender:"+gender);
 System.out.println("The nosubject:"+no_subject);
 System.out.println("The mark obtained:"+mark);
 System.out.println("chest number :"+student_id);
 System.out.println("item_name:"+item_name);
 System.out.println("score of sports:"+score);
 System.out.println("total points is : "+sum);
public class Mark
 public static void main(String[] args)
 Scanner tr = new Scanner(System.in);
 int i;
 System.out.println("Enter number of student: ");
 int n=tr.nextInt();
 Result t[]=new Result[n];
 for(i=0;i<n;i++)
  {
   t[i]=new Result();
 for(i=0;i< n;i++)
  t[i].display1();
```

Output Screenshot

```
Microsoft Windows [Version 10.0.19044.1706]
(c) Microsoft Corporation. All rights reserved.
D:\>javac Mark.java
D:∖>java Mark
Enter number of student:
ENTER THE DETAILS
enter the name
arun
enter the gender
male
enter the no_subject
enter the mark
25
enter the chest number
enter the item name
race
enter score
30
emter the details of student
ENTER THE DETAILS
enter the name
devi
enter the gender
female
enter the no_subject
enter the mark
23
enter the chest number
enter the item name
relay
enter score
40
emter the details of student
-----Student details-----
The name:arun
The gender:male
The nosubject:1
The mark obtained:25
chest number :2
```

```
enter the mark
 enter the chest number
 enter the item name
enter score
30
emter the details of student
ENTER THE DETAILS
enter the name
 devi
 enter the gender
female
 enter the no_subject
 enter the mark
 enter the chest number
enter the item name
 relay
enter score
40
 emter the details of student
 The name:arun
 The gender:male
The nosubject:1
The nosubject:1
The mark obtained:25
chest number :2
item_name:race
score of sports:30
total points is : 55
-----Student details-----
The name:devi
The gender:female
The gender:female
The nosubject:1
The mark obtained:23
 chest number :3
item_name:relay
score of sports:40
total points is : 63
```