



# Java\_Assignment-04

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## 1 Inheritance - Social Media Influencer System

**Scenario:** Create a system where different types of **content creators** inherit properties from a base **Influencer** class.

◆ **Base class:** `Influencer`

- Properties: `name` , `followers` , `platform` (Instagram, YouTube, TikTok)
- Method: `showDetails()` to display influencer info

◆ **Subclasses:**

- `YouTuber` : Additional property `subscribers` and method `createVideo()`
- `TikToker` : Additional property `viralVideos` and method `doTrendyChallenge()`

**Task:** Create objects for a YouTuber and a TikToker, set values, and call their respective methods.

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## 2 Method Overriding - AI Chatbot Personalities

**Scenario:** Build a **Chatbot system** where different AI personalities override a general response method.

◆ **Base class:** `Chatbot`

- Method `respond()` → `"Hello! How can I assist you?"`


◆ **Subclasses:**

- `SassyBot` → Overrides `respond()` to give funny replies
- `MotivationBot` → Overrides `respond()` to give motivational responses
- `TechBot` → Overrides `respond()` to provide tech news

**Task:** Create objects for each chatbot and call `respond()` .


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## 3 Method Overloading - Music Streaming App

 **Scenario:** Simulate a **music player** that can play songs based on different parameters.

◆ **Class:** `MusicPlayer`

- Overload the `playSong()` method:
  - `playSong(String songName)` → Plays song by name
  - `playSong(String songName, String artistName)` → Plays song with artist info
  - `playSong(int durationInSeconds)` → Plays a random song for a given duration

 **Task:** Create an object of `MusicPlayer`, call all overloaded `playSong()` methods, and observe the behavior.

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## 4 Multi-Level Inheritance - Streaming Subscription Service

 **Scenario:** Model a **Streaming Service Subscription System** with multi-level inheritance.

◆ **Base class:** `Subscription`

- Properties: `userName`, `subscriptionType` (Basic, Premium, VIP)
- Method `showSubscription()`

◆ **Intermediate class:** `PremiumSubscription` (inherits `Subscription`)

- Adds feature: `downloadContent()`

◆ **Final class:** `VIPSubscription` (inherits `PremiumSubscription`)

- Adds feature: `accessExclusiveShows()`

 **Task:** Create a **VIP user**, assign values, and call all available methods.

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## 5 Abstraction - Gaming Console System

 **Scenario:** Create an **Abstract Gaming Console** class where different gaming consoles extend it.

◆ **Abstract class:** `GamingConsole`

- Abstract method `startGame()`
- Method `displayConsoleDetails()`

◆ **Subclasses:**

- `PlayStation` → Implements `startGame()` with `"Starting game on PlayStation!"`

- Xbox → Implements `startGame()` with "Loading game on Xbox!"



**Task:** Create objects for **PlayStation** and **Xbox**, call `startGame()` and `displayConsoleDetails()` .

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### **Submission Guidelines:**

- Implement each program separately and test it.
  - Use meaningful variable and method names.
  - Have fun coding, and feel free to ask doubts!
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