Practical 05: Inheritance & Abstract Classes

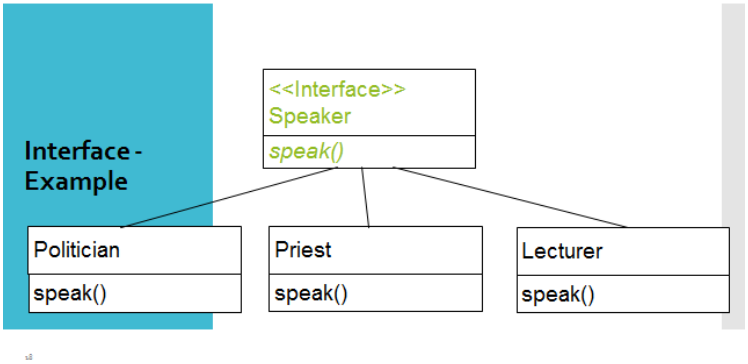
Exercise 01:

Declare an interface called “MyFirstInterface”. Decalre integer type variable called “x”. Declare an abstract method called “display()”.

1. Try to declare the variable with/without public static final keywords. Is there any difference between these two approaches? Why?
2. Declare the abstract method with/without abstract keyword. Is there any difference between these two approaches? Why?
3. Implement this into a class called “IntefaceImplemented” . Override all the abstract methods. Try to change the value of x inside this method and print the value of x. Is it possible for you to change x? why?

Exercise 02:

Develop a code base for the following scenario. Recall what we have done at the lecture…



Exercise 03:

Try following code. What is the outcome? Why?

Class 01:

```
final class Student {

        final int marks = 100;

        final void display();

}
```

Class 02:

```
class Undergraduate extends Student{}
```

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Exercise 04:

Develop a code base for the following scenario. Shape class contains an abstract method called "calculateArea" and non-abstract method called "display". Try to pass required values at the instantiation. Recall what we have done at the lecture…