LAB # 07 Evaluation

Task No 02: Write a program that inherits a class named Alien and Pirates from a parent class Human. The human class has its own features like, Human can sleep, walk, talk etc. the Alien and Pirates class inheriting these functionalities as well as they have their characteristics, thus explaining the concepts of inheritance.

Code:

Date: 04-04-23

```
Main:
package lab07task02;
public class Lab07task02 {
    public static void main(String[] args) {
        Human human = new Human("John");
        human.sleep();
        human.walk();
        human.talk();
        Alien alien = new Alien("Zorg", "Xenon");
        alien.sleep();
        alien.walk();
        alien.talk();
        alien.teleport();
        Pirate pirate = new Pirate("Blackbeard", "Queen Anne's Revenge");
        pirate.sleep();
        pirate.walk();
        pirate.talk();
        pirate.plunder();
Human (Parent):
package lab07task02;
public class Human {
    private String name;
    public String getName() {
        return name;
    public Human(String name) {
       this.name = name;
    public void sleep() {
        System.out.println(name + " is sleeping");
    public void walk() {
        System.out.println(name + " is walking");
    public void talk() {
```

```
System.out.println(name + " is talking");
    }
}
Alien (Child):
package lab07task02;
public class Alien extends Human {
    private String planet;
    public Alien(String name, String planet) {
        super(name);
        this.planet = planet;
    public void teleport() {
        System.out.println(getName() + " is teleporting from planet " + planet);
Pirate (Child):
package lab07task02;
public class Pirate extends Human {
    private String ship;
    public Pirate(String name, String ship) {
        super(name);
       this.ship = ship;
    }
    public void plunder() {
       System.out.println(getName() + " is plundering on ship " + ship);
```

Output:

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