

10. Program to show code reusability by using Inheritance.

Objective: To learn code reusability by using Inheritance.

Description and Code: Create a java file and save it as Program10.java and put following code into this file: -

// Write a program to show code reusability by using Inheritance.

```
class Business

{

float ItemCost=500;

}

class Program10 extends Business{

float Turnover=100000;

public static void main(String args[])

{

Program o=new Program();

System.out.println("Cost of item is:"+o.ItemCost);

System.out.println("Turnover is:"+o.Turnover);

}

}
```

Expected Output:

Cost of item is: 500.0

Turnover is: 100000.0