**Name: JOMOL R.K**

**Roll No:09**

**Batch:S2 MCA**

**Date:18/05/2022**

**OBJECT ORIENTED PROGRAMMING LAB**

**Experiment No.: 10**

**Aim**

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

**Procedure**

import java.util.Scanner;

class Sports

{ String sport;

int Rating;

Sports(String spo, int ra)

{ sport = spo;

Rating = ra;

}

}

class Student extends Sports

{ String Grade;

double Overall\_per;

Student(String spo, int ra,String gd, double per )

{ super(spo, ra);

Grade = gd;

Overall\_per = per;

}

}

public class Result extends Student

{ Result(String spo, int ra,String gd, double per )

{ super(spo, ra, gd, per);

}

void display()

{ System.out.println("\n\n..........Sports Details of Student...........");

System.out.println("Sport :"+sport);

System.out.println("Rating :"+Rating);

System.out.println("\n.........Academic Details of Student..........");

System.out.println("Academic Grade :"+Grade);

System.out.println("Overall percentage :"+Overall\_per);

}

public static void main(String[] args)

{ Scanner sc =new Scanner(System.in);

System.out.println("\n\n!!!!!!!!!!!!!!Enter the Sports Details of Student!!!!!!!!!!!!!");

System.out.print(" Sport: ");

String a =sc.next();

System.out.print(" Sport Rating out of 10: ");

int b =sc.nextInt();

System.out.println("\n!!!!!!!!!!!!!!Enter the Academic Details of Student!!!!!!!!!!!!!");

System.out.print(" Academic Grade: ");

String c =sc.next();

System.out.print(" Overall percentage: ");

double d =sc.nextDouble();

sc.close();

Result obj= new Result(a,b,c,d);

obj.display();

}

}

**Output Screenshot**

