OBJECT ORIENTED PROGRAMMING LAB

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Roll No: 10

Batch: MCA

Date: 24/05/2022

Experiment No.: 14

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: