OOP

# Inheritence

**JAVA is one of the most important programming languages today!**

## *Task:* *Create a new JAVA-package Lecture4.*

1. ***Create a new abstract class "CurrencyV", which includes an abstract method dollarValue, which returns a double value.***
2. ***Create a new class “USDollar “ which extends CurrencyV***
3. ***Create a new class “YEN “ which extends CurrencyV .***

* ***Add a c*lassvariable currencyrate and a method to set this value.**

1. ***Create a new class “EURO “ which extends CurrencyV .***

* ***Add a c*lassvariable currencyrate and a method to set this value.**
* **Add a new function to recalculate from Dollar to euro (add private variables if necessary)**
* **Insert a main-function which creates an Eurovalue of 2.53 and prints it out**
* **Insert into the main-function :create a YEN value 500 and print it out**

1. ***Create a new class “Mark “which extends Euro.***
   1. ***One constructor : param double***
   2. ***One constructor:param Euro***
   3. **New function : recalculate from Euro to DM**

**// Remark:** 1 **Euro** = 1.95583 **DM**.

1. ***Insert into the main-function(class Euro) :create a Mark value* of 2.53  *and print it out***