

## Assignment 01

Note:

1. This assignment is for practice purpose. You can take help from video tutorials to understand the concepts of inheritance and its types. However, any sort of plagiarism found in the assignment will be marked as 0.
2. No student is allowed to share his/her assignment with anyone.
3. The assignment contains 3 questions. Each question carries 5 marks.
4. The deadline is 14<sup>th</sup> May 2024. After the deadline, submitted assignments will be marked 0.

**Practice the following questions and copy/paste the code along with output screenshots. You are not allowed to paste the screenshots of the code.**

Q1: Create a base class Vehicle with a method drive(). Create a subclass Car that overrides the drive() method to print "Driving a car." Create another subclass Truck that overrides the drive() method to print "Driving a truck."

Q2: Create a class Zoo with a protected method Animals(). Create a subclass Lion in a different package that attempts to call the Animals() method. Investigate and explain what happens.

Q3: Create a class Animal with a method move(). Create subclasses Dog, Cat, and Bird that inherit from Animal and override the move() method with appropriate behaviors. Demonstrate polymorphism by creating an array of Animal references and calling move() on each element.

