

Module-3

Assignment-1

CODE:

Animal class:

```
package Module_3;
import java.io.*;
public class Animal {
    String family;
    Animal(){
        family=" ";
    }
    Animal(String f){
        family=f;
    }
}
```

Fish class:

```
package Module_3;
import java.io.*;
public class Fish extends Animal{
    String habitat;
    String type;
    Fish(){
        habitat=" ";
        type=" ";
    }
    Fish(String f,String h,String t) {
        super(f);
        habitat=h;
        type=t;
    }
}
```

Shark class:

```
package Module_3;
import java.io.*;
public class Shark extends Fish{
    String kind;
    Shark(){
        kind=" ";
    }
    Shark(String f,String h,String t,String k){
        super(f,h,t);
        kind=k;
    }
}
```

```

    }
    void display() {
        System.out.println(kind+" is an "+family+" which lives in
        "+habitat+", hence it is "+type+".");
    }
}

```

Environment class:

```

package Module_3;
import java.io.*;
public class Environment {
    public static void main(String args[]) throws IOException{
        InputStreamReader isr=new InputStreamReader(System.in);
        BufferedReader br=new BufferedReader(isr);
        System.out.println("Enter the Animal Family: ");
        String f=br.readLine();
        System.out.println("Enter the Fish Habitat: ");
        String h=br.readLine();
        System.out.println("Enter the Fish Type: ");
        String t=br.readLine();
        System.out.println("Enter the Shark Kind: ");
        String k=br.readLine();
        Shark ob=new Shark(f,h,t,k);
        ob.display();
    }
}

```

OUTPUT:

```

Enter the Animal Family:
Animal
Enter the Fish Habitat:
Water
Enter the Fish Type:
Aquatic
Enter the Shark Kind:
Shark
Shark is an Animal which lives in Water, hence it is Aquatic.

```