SKILLING EXERCISE-1

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CLASS DIAGRAM:

naveen

Product

~id: int

~name: String

~price: double

Ledtv

~brand: String

~size: double

+main(args:String[]):void

Mobile

ram: int

os: String

+main(args: String[]):void
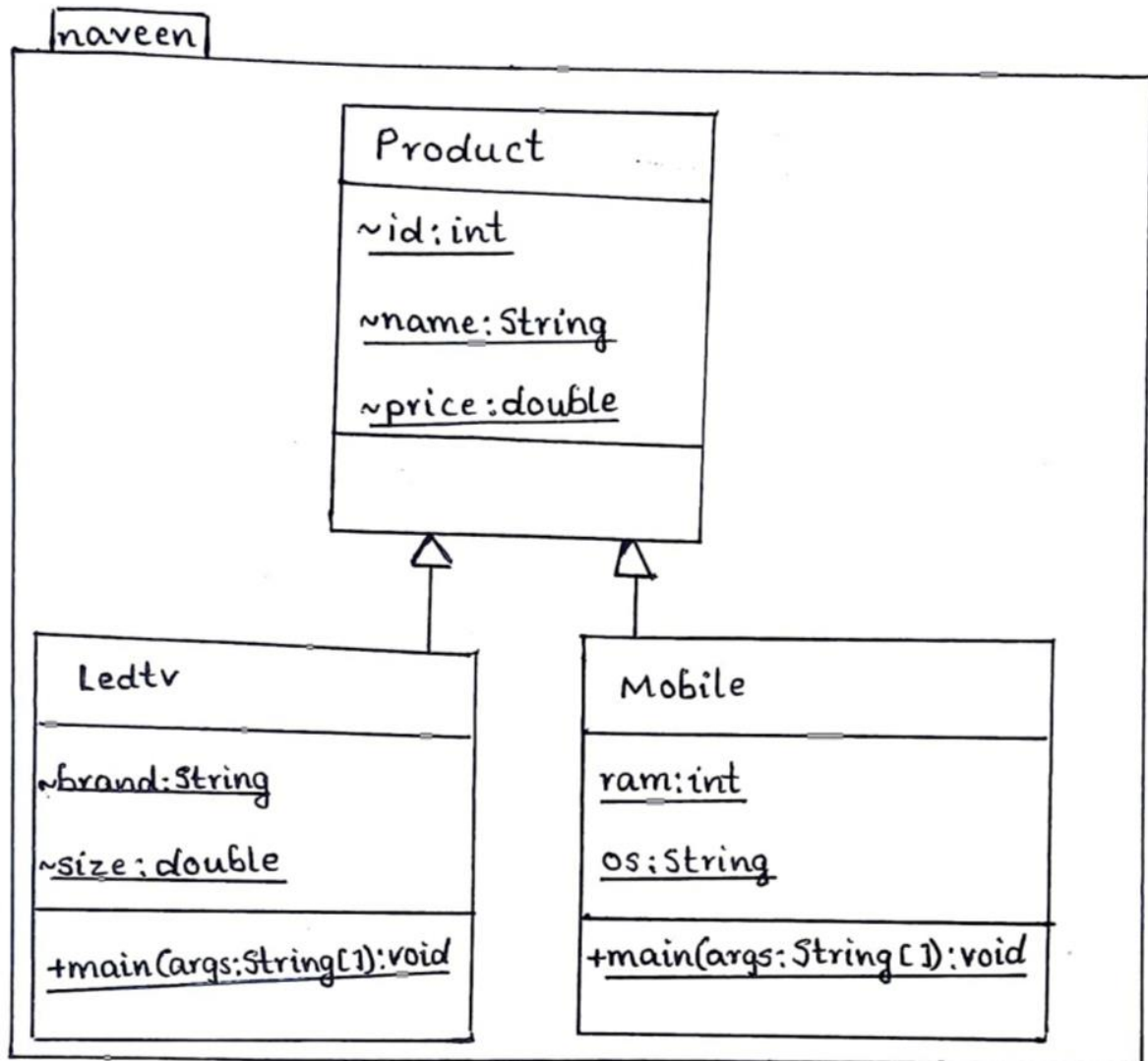
Class: It contains members and methods. Class diagram contains three parts:

→ class Name

→ instance members

→ instance method
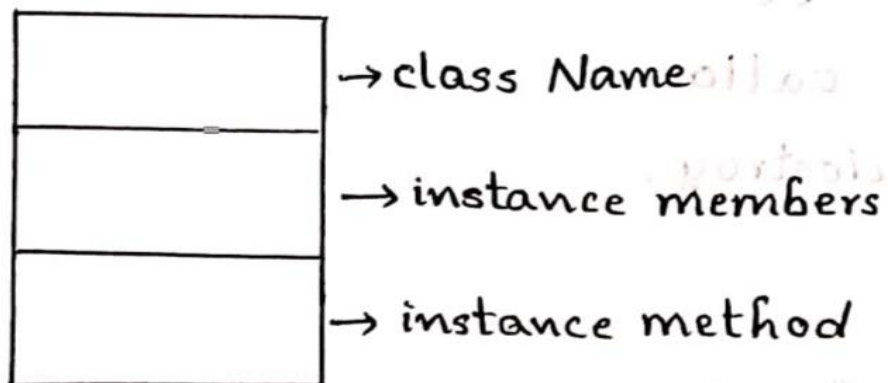
Inheritance: It is a relation between parent and child class can be defined from another class. We can use the keyword extends for inheritance. It is denoted as

Code:

```java
package naveen;
public class Product {
static int id;
static String name;
static double price;
}


package naveen;
import java.util.Scanner;
public class Mobile extends Product {
    static int ram;
    static String os;
    public static void main(String[] args)
    {
        Scanner sc = new Scanner(System.in);
        System.out.println("enter ram:");
        ram=sc.nextInt();
        System.out.println("enter os");
        os=sc.next();
        name="Mobile";
        price=13000;
        id=20000315;

    System.out.print("Product_id="+id+"\nProduct_name="+name+
"\nprice="+price+"\nos="+os+"\nram="+ram+"gb\n");
        sc.close();
    }

}
package naveen;
```
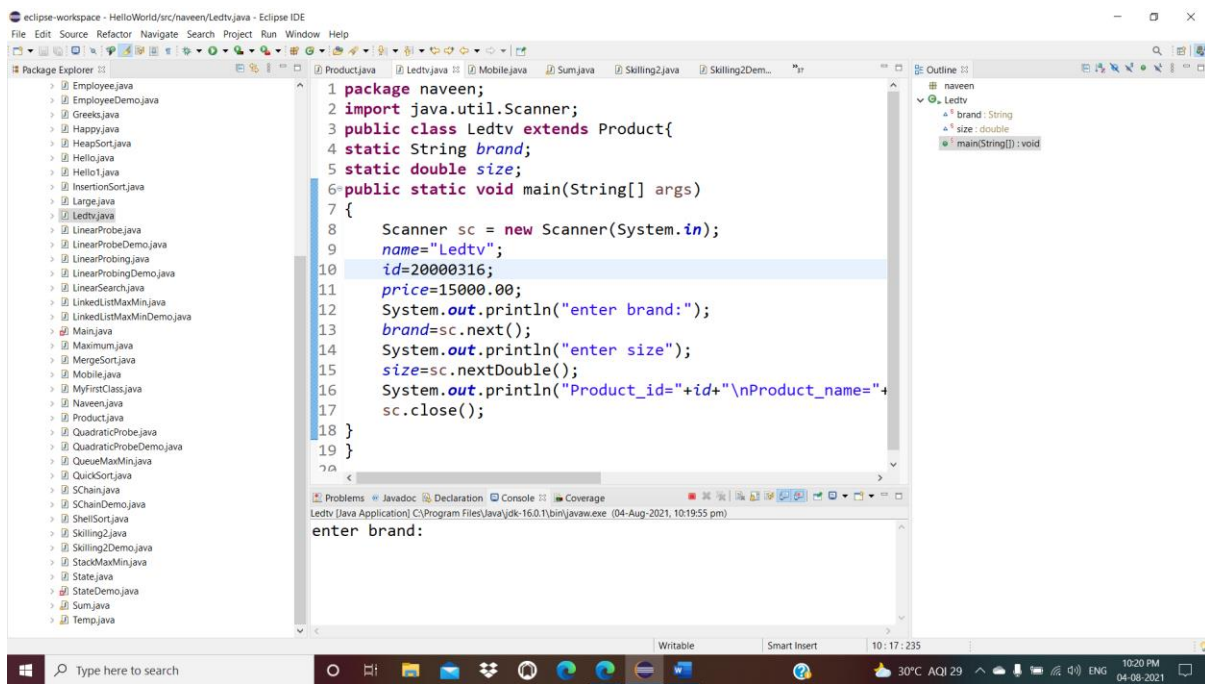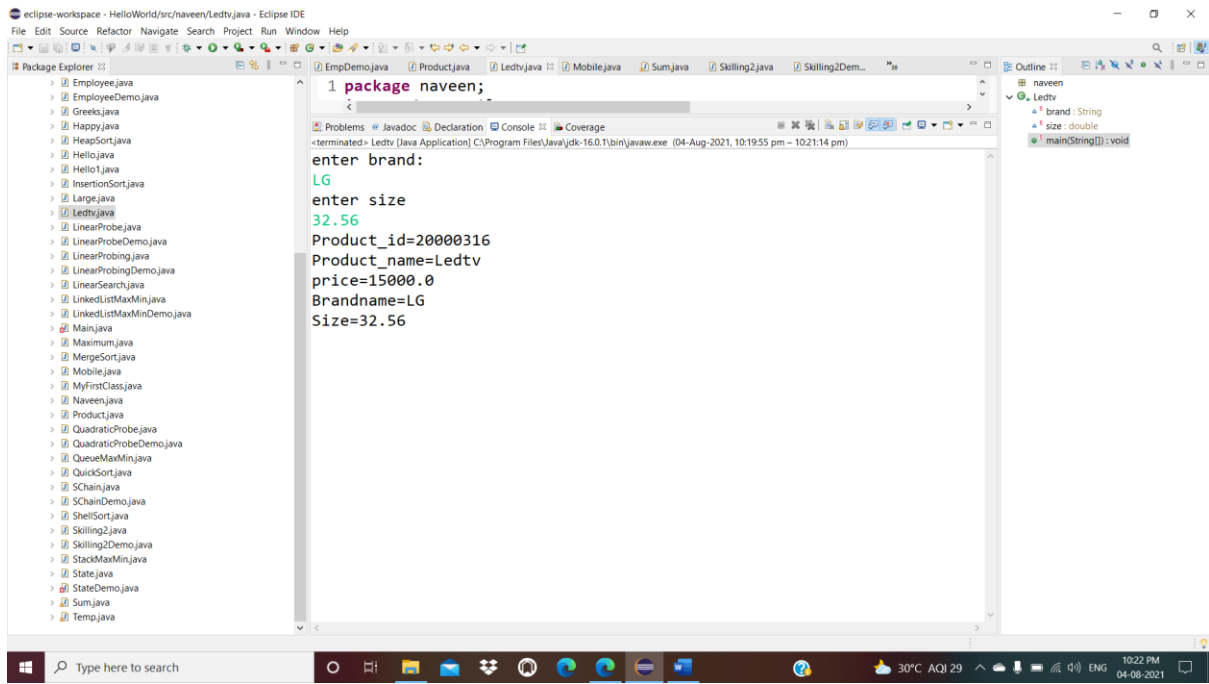
```java
import java.util.Scanner;
public class Ledtv extends Product{
static String brand;
static double size;
public static void main(String[] args)
{
    Scanner sc = new Scanner(System.in);
    name="Ledtv";
    id=20000316;
    price=15000.00;
    System.out.println("enter brand:");
    brand=sc.next();
    System.out.println("enter size");
    size=sc.nextDouble();
    System.out.println("Product_id="+id+"\nProduct_name="+nam
e+"\nprice="+price+"\nBrandname="+brand+"\nSize="+size+"\n");
    sc.close();
}
}
```
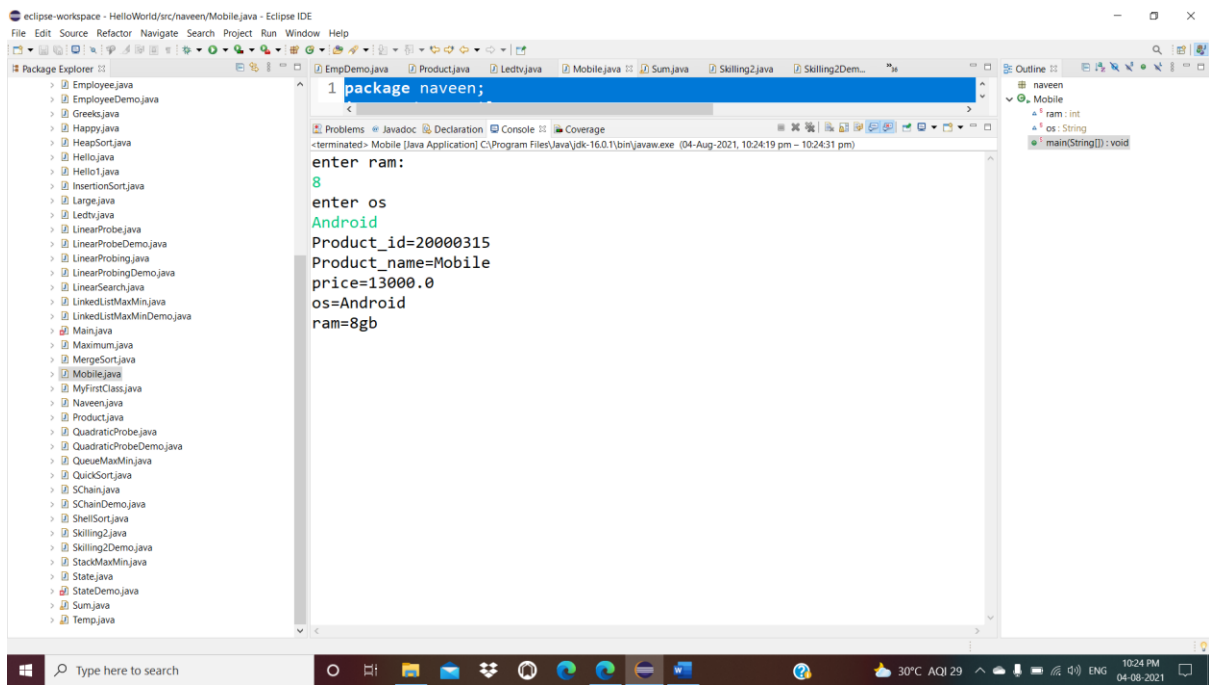
ScreenShots:

Ledtv:

Mobile: