

## Assignment No. 05

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**Name -:** Parth Manoj Poriya

**Roll No-:** 34

**Branch-:** SE IT(B2)

**Subject-:** Object Oriented Programming

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### **TITLE**

Write a program to Design and develop inheritance for a given case study, identify objects relationships and implement inheritance wherever applicable.

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### **INPUT**

```
interface Vehicle
{
    void changeGear(int gear);
    void speedup(int speed);
    void applyBrakes(int brake);
    void printStates();
}

class Bicycle implements Vehicle
{
    int speed = 0;
    int gear;
    public void changeGear(int newGear) {
```

```

        gear = newGear;
    }
    public void speedup(int increment)
    {
        speed += increment;
    }
    public void applyBrakes(int decrement)
    {
        speed -= decrement;
    }
    public void printStates()
    {
        System.out.println("Speed Of Bicycle : "+ speed+ "km/hr\nGear : " +
gear);
    }
}

```

```

class Car implements Vehicle
{
    int speed = 0;
    int gear;
    public void changeGear(int newGear) {
        gear = newGear;
    }
    public void speedup(int increment)
    {
        speed += increment;
    }
    public void applyBrakes(int decrement)
    {
        speed -= decrement;
    }
    public void printStates()
    {

```

```
    System.out.println("Speed Of Car : " +speed+ "km/hr\nGear : " +  
gear +"\n");  
}  
}
```

```
class Bike implements Vehicle  
{  
    int speed = 0;  
    int gear;  
    public void changeGear(int newGear) {  
        gear = newGear;  
    }  
    public void speedup(int increment)  
    {  
        speed += increment;  
    }  
    public void applyBrakes(int decrement)  
    {  
        speed -= decrement;  
    }  
    public void printStates()  
    {  
        System.out.println("Speed Of Bike: " +speed+ "km/hr\nGear : " +  
gear +"\n");  
    }  
}
```

```
public class Assign5  
{  
    public static void main(String[] args)  
    {  
        Bicycle b1 = new Bicycle();  
        b1.changeGear(4);  
        b1.speedup(15);  
        b1.applyBrakes(5);  
    }  
}
```

```

        System.out.println("-----");
        System.out.println("Present State of Bicycle: ");
        b1.printStates();

        Car c1 = new Car();
        c1.changeGear(5);
        c1.speedup(80);
        c1.applyBrakes(50);
        System.out.println("-----");
        System.out.println("Present State of Car: ");
        c1.printStates();

        Bike b2 = new Bike();
        b2.changeGear(4);
        b2.speedup(70);
        b2.applyBrakes(50);
        System.out.println("-----");
        System.out.println("Present State of Bike: ");
        b2.printStates();
    }
}

```

## **OUTPUT**

```

PS C:\Users\Acer\OneDrive\Desktop\Java> javac Assign5.java
PS C:\Users\Acer\OneDrive\Desktop\Java> java Assign5

```

```

-----
Present State of Bicycle:
Speed Of Bicycle : 10km/hr
Gear : 4

```

```

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Present State of Car:
Speed Of Car : 30km/hr
Gear : 5

```

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Present State of Bike:  
Speed Of Bike: 20km/hr  
Gear : 4

-----X-----X-----X-----