```
Person Class:
public class Person {
  private String name;
  private int id;
  public String getName() {
    return name;
  }
  public void setName(String name) {
    this.name = name;
  }
  public int getID() {
    return id;
  }
  public void setID(int id) {
    this.id = id;
  }
}
Student Class:
public class Student extends Person {
  private String course;
  public String getCourse() {
    return course;
  }
```

```
public void setCourse(String course) {
    this.course = course;
  }
}
Lecturer Class:
public class Lecturer extends Person {
  private String programme;
  public String getProgramme() {
    return programme;
  }
  public void setProgramme(String programme) {
    this.programme = programme;
  }
}
TestPerson Class:
public class TestPerson {
  public static void main(String[] args) {
    // Creating objects for Student and Lecturer classes
    Student student = new Student();
    Lecturer lecturer = new Lecturer();
    // Setting attributes using setters
    student.setName("John");
    student.setID(101);
    student.setCourse("Computer Science");
    lecturer.setName("Dr. Smith");
```

```
lecturer.setID(201);
    lecturer.setProgramme("Engineering");
    // Displaying attributes using getters
    System.out.println("Student Name: " + student.getName());
    System.out.println("Student ID: " + student.getID());
    System.out.println("Student Course: " + student.getCourse());
    System.out.println("Lecturer Name: " + lecturer.getName());
    System.out.println("Lecturer ID: " + lecturer.getID());
    System.out.println("Lecturer Programme: " + lecturer.getProgramme());
  }
}
Exercise 02:
public class Animal {}
public class Mammal extends Animal {}
public class Reptile extends Animal {}
public class Dog extends Mammal {
 public static void main(String args[]){
   Animal a = new Animal();
   Mammal m = new Mammal();
   Dog d = new Dog();
   System.out.println(m instanceof Animal);
   System.out.println(d instanceof Mammal);
   System.out.println(d instanceof Animal);
 }
}
Output:
```

true

true

true