#### **OBJECT ORIENTED PROGRAMMING LAB**

## **Experiment No.: 10**

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Roll No:27

Batch:S2 MCA

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# <u>Aim</u>

Create classes Student and Sports. Create another class Result inherited from Student and Sports. Display the academic and sports score of a student.

## **Procedure**

```
import java.util.Scanner;
class Sports
{ String sport;
int Rating;
Sports(String spo, int ra)
\{ \text{ sport} = \text{spo}; 
Rating = ra;
}
class Student extends Sports
{ String Grade;
double Overall_per;
Student(String spo, int ra, String gd, double per )
{ super(spo, ra);
Grade = gd;
Overall_per = per;
}
public class Result extends Student
{ Result(String spo, int ra,String gd, double per )
{ super(spo, ra, gd, per);
```

```
{ System.out.println("\n\n.....Sports Details of Student....");
System.out.println("Sport :"+sport);
System.out.println("Rating:"+Rating);
System.out.println("\n.....Academic Details of Student.....");
System.out.println("Academic Grade :"+Grade);
System.out.println("Overall percentage:"+Overall_per);
public static void main(String[] args)
{ Scanner sc = new Scanner(System.in);
System.out.println("\n\n!!!!!!!!!Enter the Sports Details of Student!!!!!!!!!);
System.out.print(" Sport: ");
String a =sc.next();
System.out.print(" Sport Rating out of 10: ");
int b =sc.nextInt();
System.out.println("\n!!!!!!!!Enter the Academic Details of Student!!!!!!!!");
System.out.print(" Academic Grade: ");
String c =sc.next();
System.out.print(" Overall percentage: ");
double d =sc.nextDouble();
sc.close();
Result obj= new Result(a,b,c,d);
obj.display();
}
```

## **Output Screenshot**