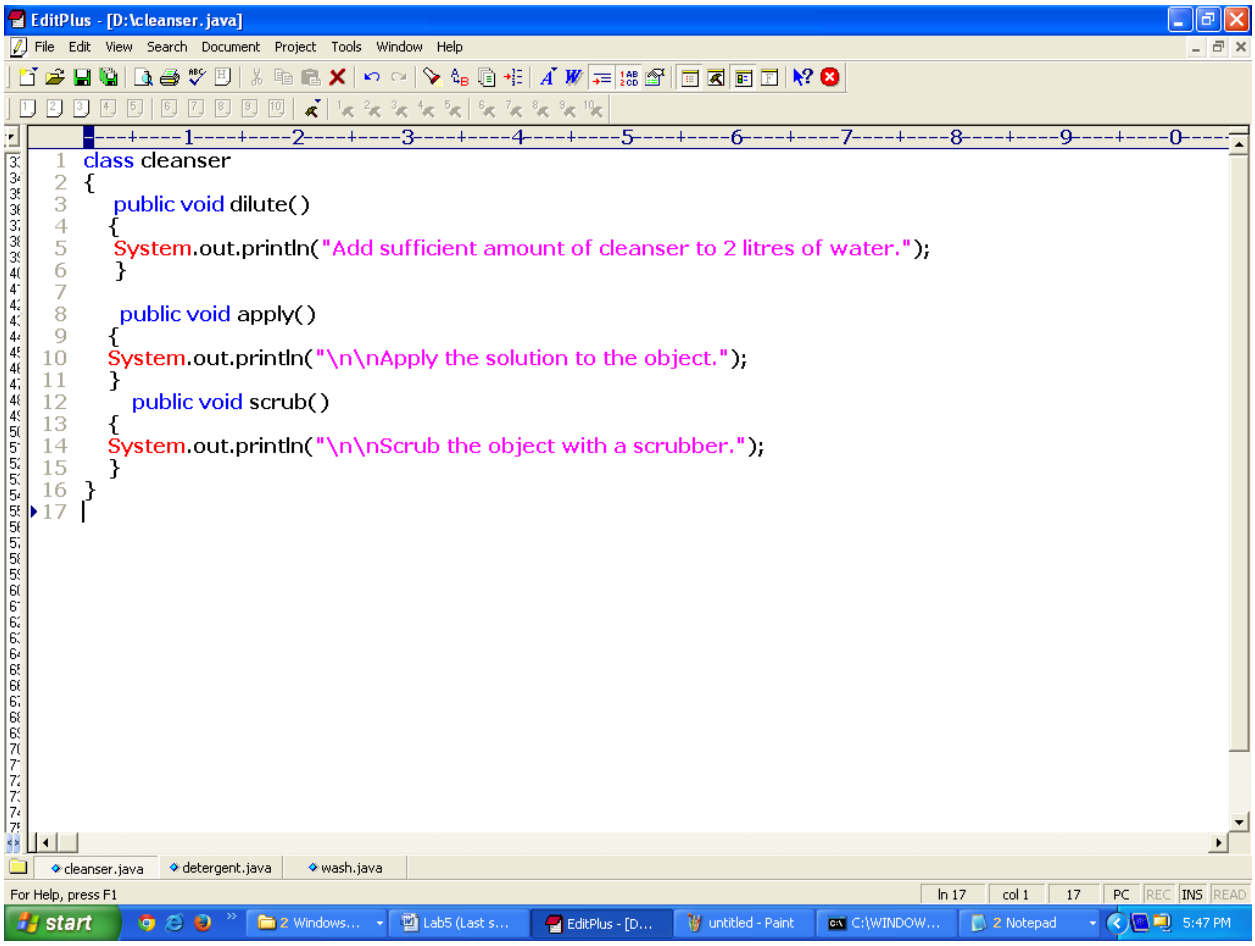
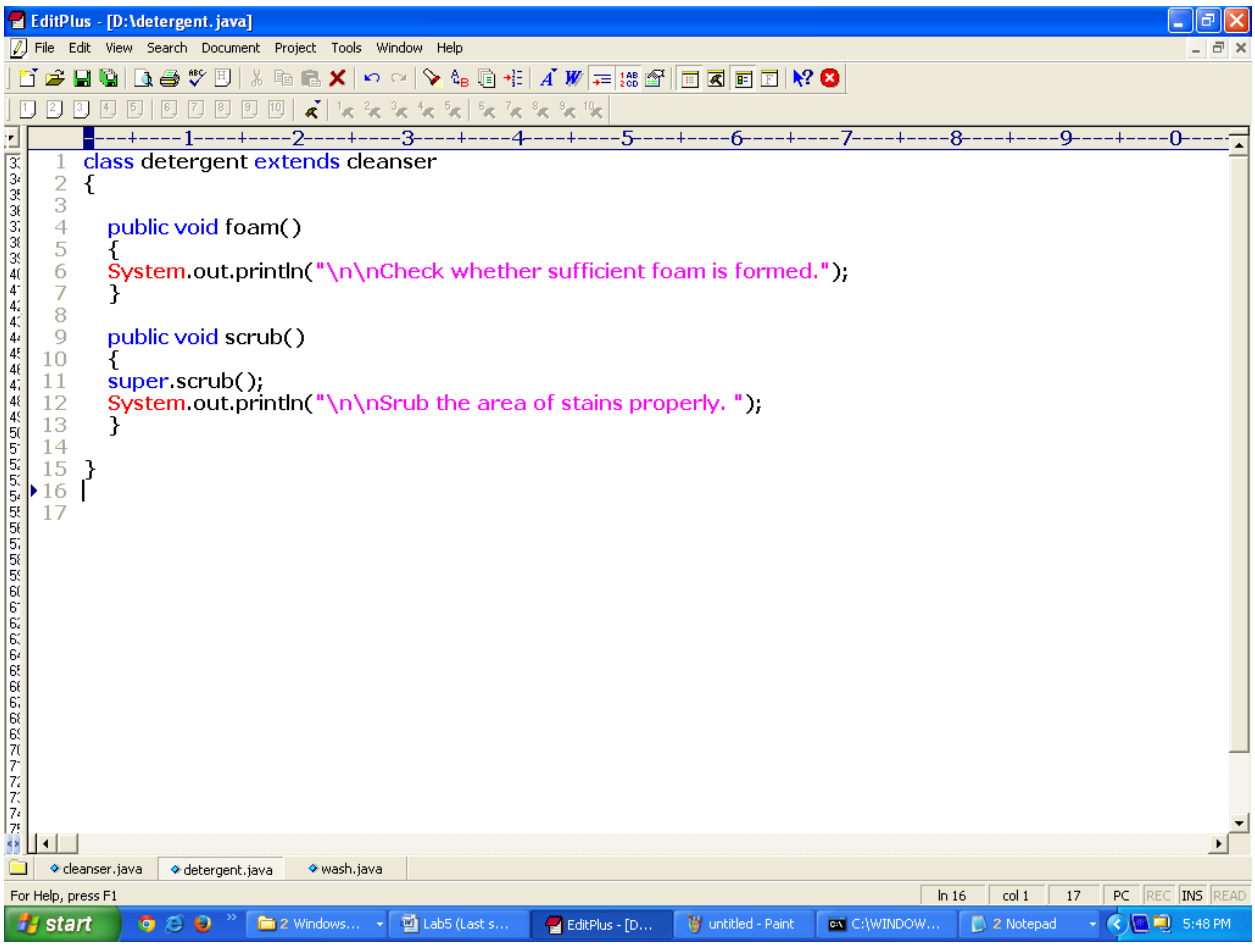
Lab-5 Assignments

Introducing Inheritance (is a a type of relationship)

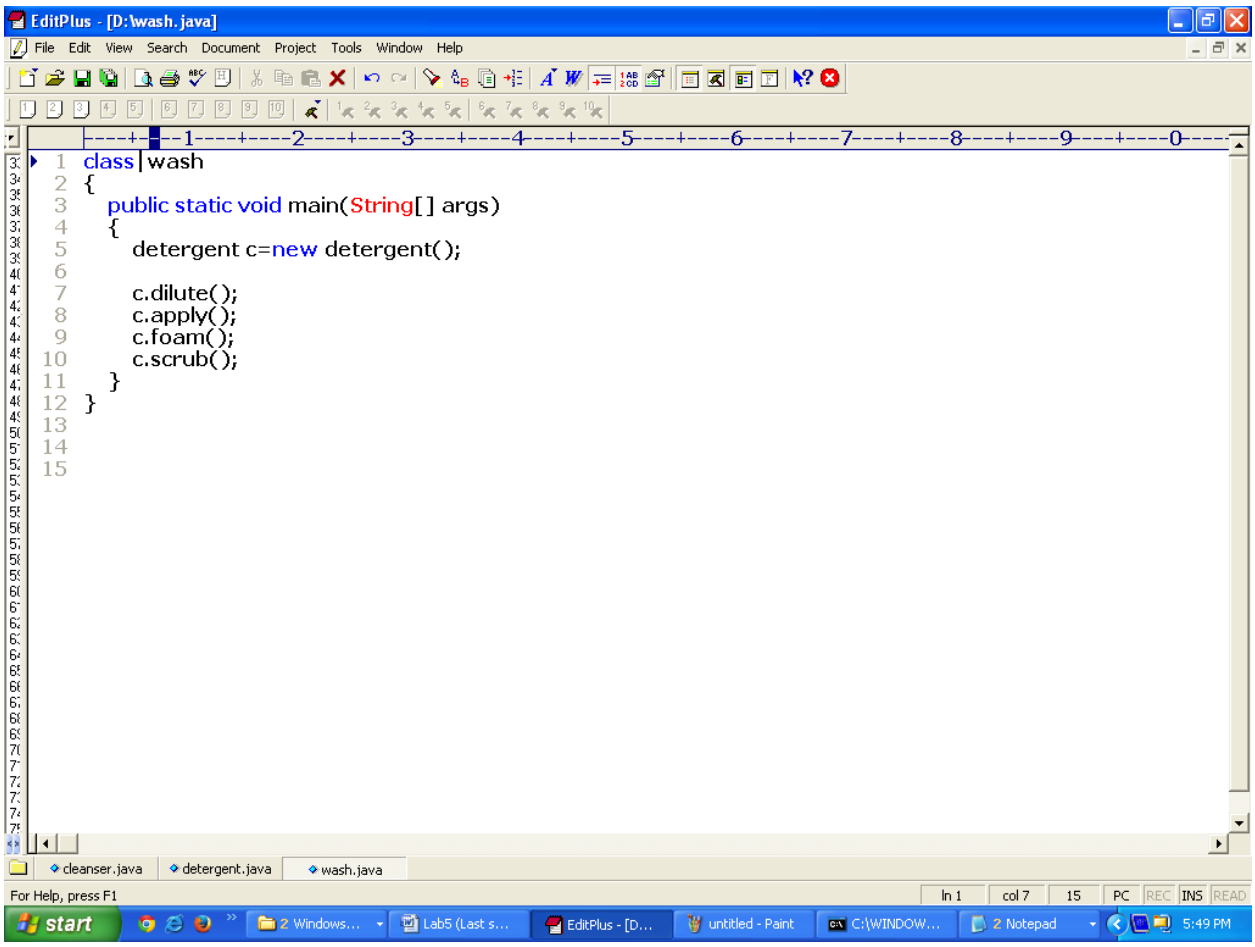
Demo for Inheritance



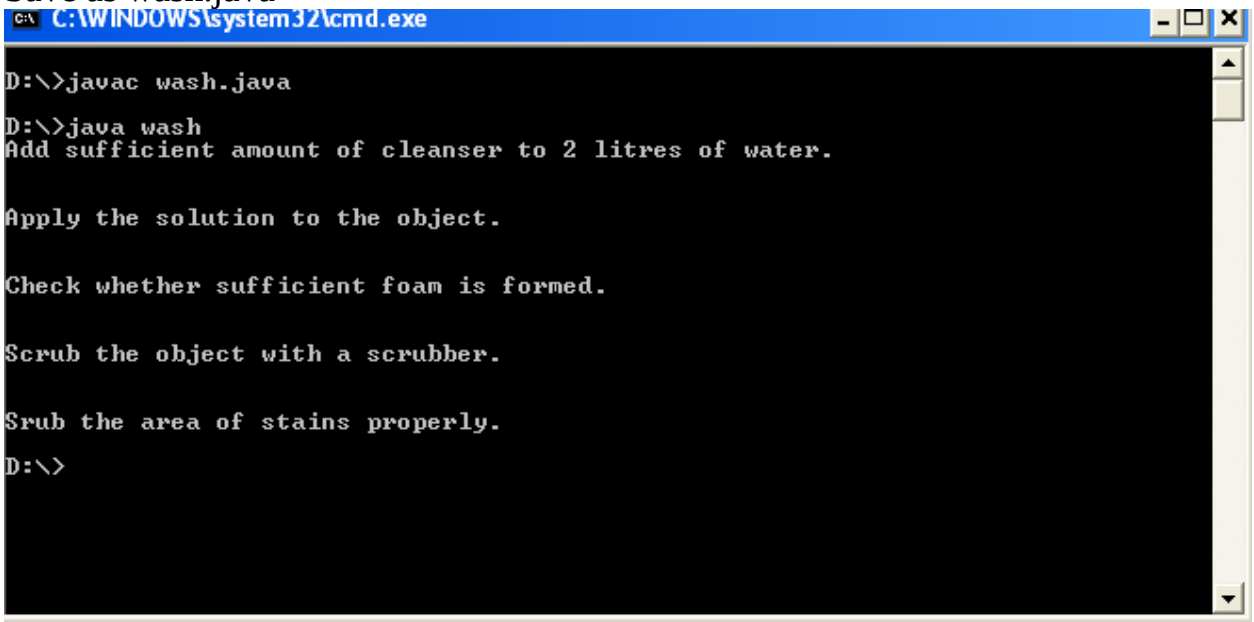
Save as cleanser.java



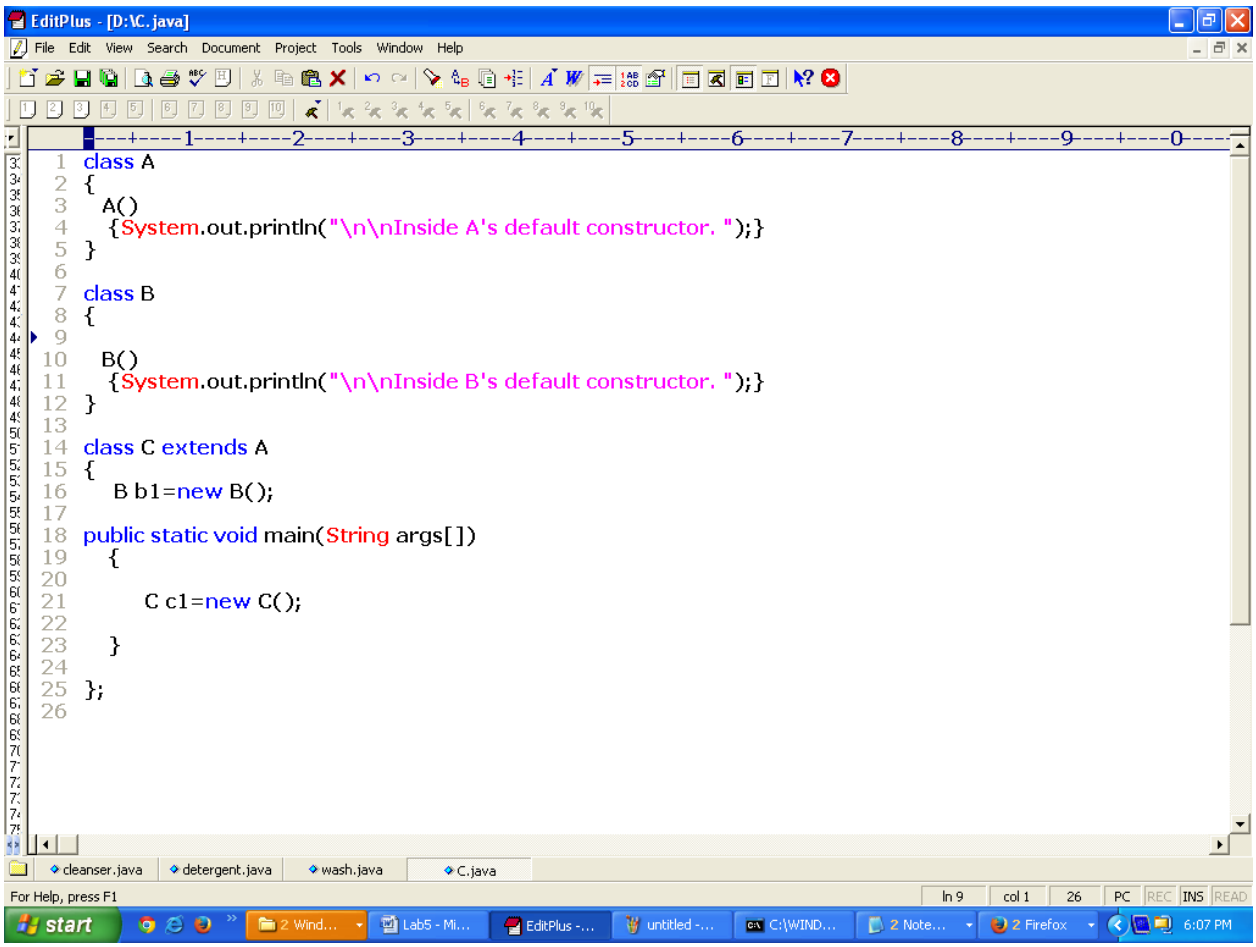
Save as detergent.java



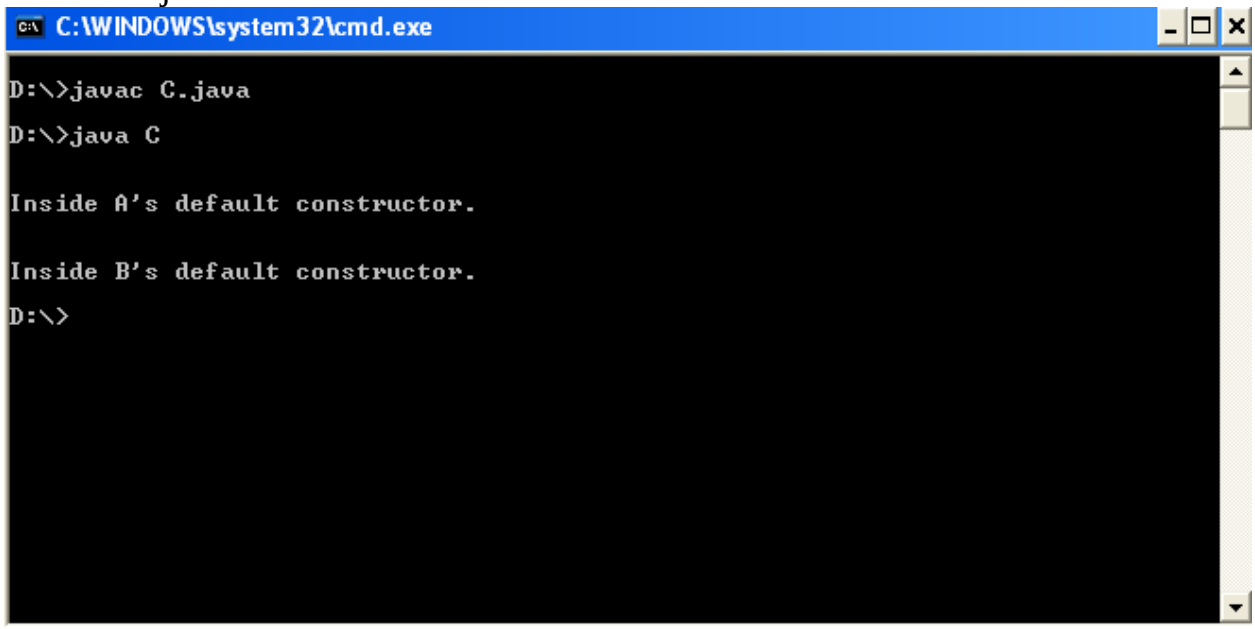
Save as wash.java



Demo2



Save as C.java



Assignments To Solve

1. Write class game{ }

   class boardgame extends game{ }
   class chess extends boardgame{ }
   class gamedemo{
   public static void main(String[] args) {
   chess ch=new chess(); }
   }

(Note: Write only default constructors in each class with specific information . See the order of constructors invoked when chess object is created)

2. Create class WageEmployee extending Employee class with attributes as hrs (int)and rate(int) and method computeSalary() to calculate the salary.Print the salary and details of WageEmployee.
   (Note: Use the previous date and Employee classes. Accept the values from the user..Default, Parameterised Constructor and toString() to be written in all the classes)

3. Create SalesPerson class extending WageEmployee with attributes as sales(int) and commission (int). Overide the ComputeSalary()
   in Salesperson class and print the salary and details of SalesPerson

4. Create Manager class extending Employee class with attributes as fixedsalary(int) and incentives(int) and method computeSalary() to calculate the salary of Manager .Print the salary and details of Manager

5. Write a TestEmployee class to print the details of all types of employees
   (use array[] of Employee class)