

```
public class Machine {  
    public Machine(){  
        System.out.println("Hello , this is Machine");  
    }  
  
    public void go() { System.out.println("I am going!"); }  
  
    public void go(int y) { System.out.println("Your number is "+y); }  
  
    @Override  
    public String toString() { return "Machine"; }  
}
```

```
public class SuperMachine extends Machine{  
    public SuperMachine(){  
        System.out.println("Hello , this is SuperMachine");  
    }  
  
    public void go(int x){  
        System.out.println("Hello!");  
        super.go(x+1);  
    }  
  
    public String toString() { return "Super Machine " + super.toString(); }  
  
    public void SuperMethod() { System.out.println("Super METHOD"); }  
}
```

```
public class Main {  
  
    public static void main(String[] args) {  
        Machine x = new SuperMachine();  
  
        x.go(9);    //Your number is 9  
        x.go();    //I am going!  
  
        System.out.println(x.toString()); //Machine  
  
        //We instanced Machine not SuperMachine.  
        //If we have to access SuperMachine , we need to unbox this variable like that  
  
        SuperMachine superMachine = ((SuperMachine) x);  
        ((SuperMachine) x).SuperMethod();  
    }  
}
```