

```
class Plane
{
    String engine;
    float fuel;
    int wheel;

    public void takeOff()
    {
        System.out.println("Plane tookoff...");
    }
    public void fly()
    {
        System.out.println("Plane is flying...");
    }
    public void land()
    {
        System.out.println("Plane is landing...");
    }
}
```

instance variables

commonly used methods in child class

```
class Passenger extends Plane
{
    public void carryPassengers()
    {
        System.out.println("Carrying Passengers...");
    }
}

class Cargo extends Plane
{
    public void carryCargo()
    {
        System.out.println("Carrying Cargo...");
    }
}

class Fighter extends Plane
{
    public void carryWeapons()
    {
        System.out.println("Carrying Weapons...");
    }
}
```

child specific methods

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```
public class Test
{
    public static void main(String[] args)
    {
        //Creating 3 objects of Plane Type
        Cargo c = new Cargo();
        Passenger p =new Passenger();
        Fighter f = new Fighter();

        //Taking the actions for all the 3 planes
        c.takeOff();
        c.carryCargo();
        c.fly();
        c.land();

        p.takeOff();
        p.carryPassengers();
        p.fly();
        p.land();

        f.takeOff();
        f.carryWeapons();
        f.fly();
        f.land();
    }
}
```

inherited methods

takeOff()

fly()

land()

Cargo

carryCargo()

Passenger

carryPassengers()

Fighter

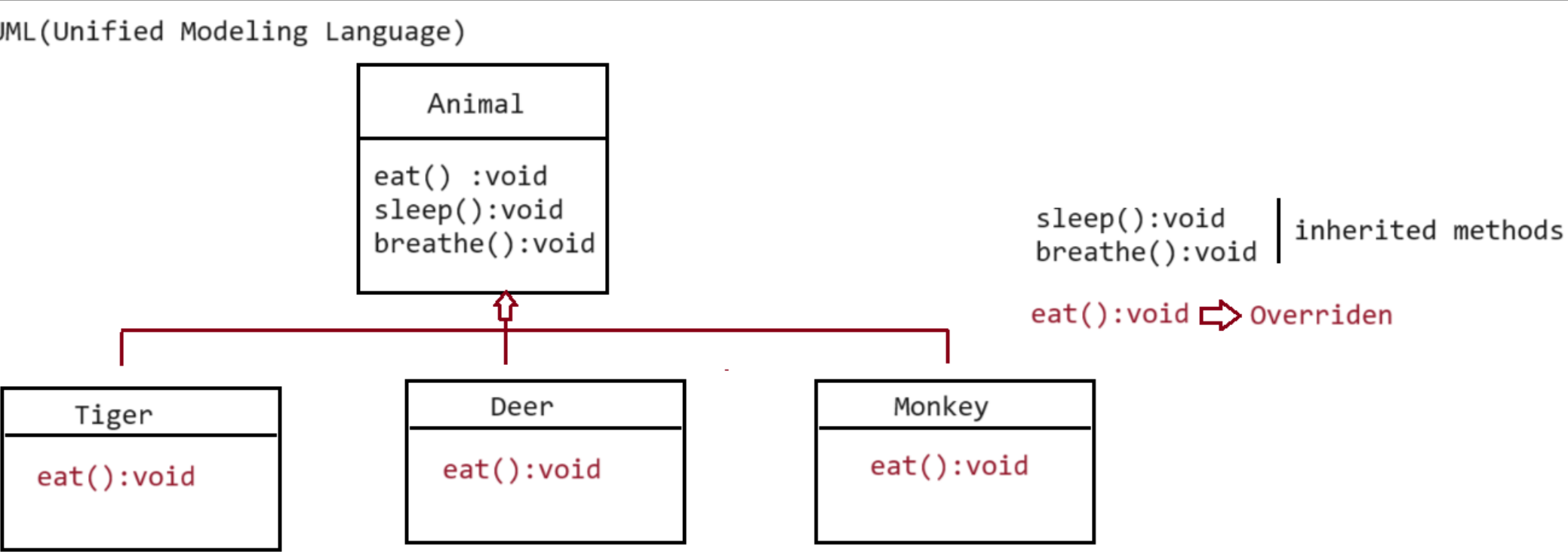
carryWeapons()

Specialized methods

```
Plane tookoff...
Carrying Cargo...
Plane is flying...
Plane is landing...

Plane tookoff...
Carrying Passengers...
Plane is flying...
Plane is landing...

Plane tookoff...
Carrying Weapons...
Plane is flying...
Plane is landing...
```



Taking method from Parent,but child is not happy with the implementation so child will give the body for the method coming from parent, we say such methods as "Overriden Methods".