```
Child extends Parent        |   Parent
{  d                         |   {  d
   d1                        |      d2
   fun()                     |      fun()
   fun2()                    |      fun1()
}                            |   }
```

Case 1 :   Parent obj = new Parent();

obj.d (Parent)   obj.fun() (Parent)
obj.d1 ✗   obj.fun1() (Parent)
obj.d2 (Parent)   obj.fun2() ✗

Case 2 :   Parent obj = new Child();

obj.d   obj.d1   obj.d2   obj.fun() obj.fun1() obj.fun2(
(Parent)   ✗   ~~Child~~   (Child)   (Parent)   ✗
                           (Parent)

Case 3 :   Child obj = new Parent();

             Not possible

Case 4 :   Child obj = new Child();

obj.d   obj.d1   obj.d2   obj.fun()   obj.fun1()   obj.fun2
(Child)   (Child)   (Parent)   (Child)   (Parent)   (Child)
```