**INHERITANCE**

1. Write a Java program to create a class called Animal with a method called makeSound().Create a subclass called Cat that overrides the makeSound() method to bark.

**PROGRAM**

public class inheritance1

{

static class Animal

{

public void makesound()

{

System.out.println("The Animals Are Making Sound..");

}

}

static class Cat extends Animal

{

public void makesound()

{

System.out.println("The Cat's Are Barking..");

super.makesound();

}

}

public static void main(String[] args)

{

Cat ct=new Cat();

ct.makesound();

}

}

1. Write a Java program to create a class called Vehicle with a method called drive(). Create asubclass called Car that overrides the drive() method to print "Repairing a car".

**PROGRAM**

public class inheritance2

{

static class Vehicle

{

public void drive()

{

System.out.println("The Vehicles Has Been Stopped..");

}

}

static class Car extends Vehicle

{

public void drive()

{

super.drive();

System.out.println("Because,The Car Is Repairing...");

}

}

public static void main(String[] args)

{

Car cr=new Car();

cr.drive();

}

}

1. Write a Java program to create a class called Shape with a method called getArea(). Create asubclass called Rectangle that overrides the getArea() method to calculate the area of a rectangle.

**PROGRAM**

import java.util.Scanner;

public class inheritance3

{

static class Shape

{

Scanner scanner=new Scanner(System.in);

int length,breadth;

public void getarea()

{

System.out.print("Enter The Length Of The Rectangle:-");

length=scanner.nextInt();

scanner.nextLine();

System.out.print("Enter The Breadth Of The Rectangle:-");

breadth=scanner.nextInt();

}

}

static class Rectangle extends Shape

{

int area;

public void getarea()

{

super.getarea();

area=length\*breadth;

System.out.println("The Area Of The Rectangl Is:-"+area);

}

}

public static void main(String[] args)

{

Rectangle rct=new Rectangle();

rct.getarea();

}

}

1. Write a Java program to create a class called Employee with methods called work() andgetSalary(). Create a subclass called HRManager that overrides the work() method and adds anew method called addEmployee().

**PROGRAM**

import java.util.ArrayList;

import java.util.Scanner;

public class inheritance4

{

static class Employee

{

ArrayList <String> arr=new ArrayList<>();

public void work()

{

System.out.println("The Employees Are Working In The Office !");

}

public void getsalary()

{

System.out.println("The Salary Has Been Cridited To The Employees Accounts !");

}

}

static class HRManager extends Employee

{

Scanner scanner=new Scanner(System.in);

public void work()

{

System.out.println("The Employees Are Working In The Office !");

}

public void addemployee(int n)

{

for(int i=0;i<n;i++)

{

System.out.print("Enter The Employee Name:-");

arr.add(scanner.nextLine());

}

System.out.println("The Employees Has Been Successfully Added..");

System.out.println(arr.get(0));

}

}

public static void main(String[] args)

{

HRManager mng=new HRManager();

mng.addemployee(10);

mng.work();

mng.getsalary();

}

}