codingground SIMPLY EASY CODING

Compile and Execute Java Online (JDK 1.8.0)

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```
1  class Art{
2      Art(){
3          System.out.println("Art constructor");
4      }
5  }
6
7  class Drawing extends Art{
8      Drawing() {
9          System.out.println("Drawing constructor");
10     }
11 }
12
13 public class Cartoon extends Drawing{
14     public Cartoon() {
15         System.out.println("Cartoon Constructor");
16     }
17
18     public static void main(String []args){
19
20         System.out.println("-----Art-------");
21         Art art_davinci = new Art();
22         System.out.println("---------------");
23         System.out.println("");
24
25         System.out.println("-----Drawing-------");
26         Drawing drawing_picasso = new Drawing();
27         System.out.println("-------------------");
28         System.out.println(" ");
29
30         System.out.println("-----Cartoon-------");
31         Cartoon x = new Cartoon();
32         System.out.println("-------------------");
33      }
34 }
35
```

Result

```
$javac Cartoon.java
$java -Xmx128M -Xms16M Cartoon
-----Art-------
Art constructor
---------------

-----Drawing-------
Art constructor
Drawing constructor
-------------------

-----Cartoon-------
Art constructor
Drawing constructor
Cartoon Constructor
-------------------
```

Since Drawing extends from Art, it is ALWAYS the members and methods of base class will be first called.

In this case, Art is the base class, so the print statement from art is called first. Then the member of child (Drawing) is called.

This applies for the grandchild class CARTOON as well.

Hope you understand this trick.