

ASSIGNMENT #3

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*BCS-F11-201.*

*SECTION C.*

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**/\*Extension Of Classes And Interface\*/**

**CODE:**

interface class Ball{ **//interface Class**

String Type;

Ball(String T){ **//Parameterized Constructor**

Type=T;

}

String Gettype(){

return Type;

}

abstract void Play();

}

interface class Bounceable implements Ball{ **//Extended interface Class**

Bounceable(String T1){ **//Parameterized Constructor**

super(T1);

}

abstract String Bounce();

}

class Baseball implements Ball{

Baseball(String T2){ **//Parameterized Constructor**

super(T2);

}

void Play(){

System.out.println("Base Ball Is A Bounceable Ball"); **//Inherited Method**

}}

class Bowlingball implements Ball{

Bowlingball(String T3){ **//Perameterized Constructor**

super(T3);

}

void Play(){

System.out.println("Bowling Ball Is A Bouncable Ball");

} **//Inherited Method**

}

class Tenisball implements Bounceable{

Tenisball(String T4){ **//Perameterized Constructor**

super(T4);

}

String Bounce(){

return "Tenisball Is Bouncable";

}

void Play(){ **//Inherited Method**

System.out.println("Tenisball Is Bounceable");

}

}

class Basketball implements Bounceable{

Basketball(String T5){ **//Perameterized Constructor**

super(T5);

}

void Play(){

System.out.println("Basketball Is A Bounceable Ball");

}

String Bounce(){

return "Basketball Is Bouncable Ball";

}

}

class PolyTest{ **//Main Class**

public static void main (String[] args) {

Baseball B=new Baseball("Base Ball");

Bowlingball B1=new Bowlingball("Bowling Ball");

Tenisball B2=new Tenisball("Tennis Ball");

Basketball B3=new Basketball("Basket Ball");

**//Created Reference**

Baseball Bal; **//Calling Inherited Methods**

Bal=B;

B.Play();

Bowlingball Bow;

Bow=B1;

B1.Play();

Tenisball Ten;

Ten=B2;

B2.Play();

Basketball Bask;

Bask=B3;

B3.Play();

}

}

**OUTPUT:**

