```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package abstract_class;
class structure
{
    int mem1;
    final int mem2=43;
    int fnc1(int a, int b)
    {
        System.out.println("Inside fnc1 of class structure: ");
        return (a+b);
    }
    final int fnc2()
    {
        return(1);
    }
   int fnc2(int aug1, int aug2)
   {
       return(aug1*aug2);
   }
}
//extends structure
class building extends structure
{
     int fnc2(int aug1, int aug2)
     {
         return aug1*aug2;
     }
     int fnc1(int a, int b)
    {
        System.out.println("Inside fnc1 of class building: ");
        return (a*b);
    }
}
class subsubstruct extends building
{
    int funmm(int a)
    {
        return a;
    }
}
/**
 *
 * @author Chayan
 */
public class Abstract_class {

    /**
     * @param args the command line arguments
     */
    public static void main(String[] args) {
        // TODO code application logic here
        building build =new building();
        System.out.println(build.fnc2(2, 3));
        structure str=new structure();
        System.out.println(str.fnc1(23, 43));
        str.mem1=67;
        structure strr2=new structure();
```

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62          subsubstruct sub=new subsubstruct();
63          System.out.println(str.getClass()+ "\n " + build.getClass());
64          System.out.println(str.equals(strr2));
65
66
67      }
68  }
69
```