

```

1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package abstract_class;
7  abstract class structure
8  {
9      int mem1;
10     int mem2;
11     int fnc1(int a, int b)
12     {
13         System.out.println("Inside fnc1 of class structure: ");
14         return (a+b);
15     }
16     abstract int fnc2(int aug1, int aug2);
17 }
18 class building extends structure
19 {
20     int fnc2(int aug1, int aug2)
21     {
22         return aug1*aug2;
23     }
24     int fnc1(int a, int b)
25     {
26         System.out.println("Inside fnc1 of class building: ");
27         return (a*b);
28     }
29 }
30 /**
31  *
32  * @author Chayan
33  */
34 public class Abstract_class {
35
36     /**
37     * @param args the command line arguments
38     */
39     public static void main(String[] args) {
40         // TODO code application logic here
41         building build =new building();
42         System.out.println(build.fnc2(2, 3));
43
44     }
45 }
46
47 }
48

```