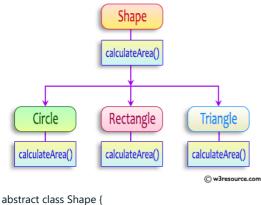
<u>Dashboard</u> / <u>My courses</u> / <u>CS23333-OOPUJ-2023</u> / <u>Lab-08 - Polymorphism, Abstract Classes, final Keyword</u> / <u>Lab-08-Logic Building</u>

Status	Finished
Started	Monday, 7 October 2024, 12:11 PM
Completed	Monday, 21 October 2024, 7:14 PM
Duration	14 days 7 hours

```
Question 1
Correct
Marked out of 5.00
```

Create a base class Shape with a method called calculateArea(). Create three subclasses: Circle, Rectangle, and Triangle. Override the calculateArea() method in each subclass to calculate and return the shape's area.

In the given exercise, here is a simple diagram illustrating polymorphism implementation:



```
abstract class Shape {
   public abstract double calculateArea();
}
```

System.out.printf("Area of a Triangle :%.2f%n",((0.5)*base*height)); // use this statement

sample Input:

- 4 // radius of the circle to calculate area PI*r*r
- 5 // length of the rectangle
- 6 // breadth of the rectangle to calculate the area of a rectangle
- 4 // base of the triangle
- 3 // height of the triangle

OUTPUT:

Area of a circle :50.27 Area of a Rectangle :30.00 Area of a Triangle :6.00

For example:

Test	Input	Result		
1	4	Area of a circle: 50.27		
	5	Area of a Rectangle: 30.00		
	6	Area of a Triangle: 6.00		
	4			
	3			
2	7	Area of a circle: 153.94		
	4.5	Area of a Rectangle: 29.25		
	6.5	Area of a Triangle: 4.32		
	2.4			
	3.6			

Answer: (penalty regime: 0 %)

```
1 v import java.util.Scanner;
 2
 3 •
    abstract class Shape {
        public abstract double calculateArea();
4
 5
    }
6
 7
    class Circle extends Shape {
        private double radius;
8
9
10
        public Circle(double radius) {
11
            this.radius = radius;
12
```

```
13
14
15
        public double calculateArea() {
16
            return Math.PI * radius * radius;
17
18
19
20 v class Rectangle extends Shape {
21
        private double length;
        private double breadth;
22
23
        public Rectangle(double length, double breadth) {
24
25
            this.length = length;
            this.breadth = breadth;
26
27
28
29
        public double calculateArea() {
30
            return length * breadth;
31
32
    }
33
34 v class Triangle extends Shape {
        private double base;
35
36
        private double height;
37
        public Triangle(double base, double height) {
38
39
            this.base = base;
            this.height = height;
40
41
42
43
44
        public double calculateArea() {
45
            return 0.5 * base * height;
46
47
48
49 v public class Main {
50
        public static void main(String[] args) {
            Scanner scanner = new Scanner(System.in);
51
52
```

	Test	Input	Expected	Got	
~	1	4	Area of a circle: 50.27	Area of a circle: 50.27	~
		5	Area of a Rectangle: 30.00	Area of a Rectangle: 30.00	
		6	Area of a Triangle: 6.00	Area of a Triangle: 6.00	
		4			
		3			
~	2	7	Area of a circle: 153.94	Area of a circle: 153.94	~
		4.5	Area of a Rectangle: 29.25	Area of a Rectangle: 29.25	
		6.5	Area of a Triangle: 4.32	Area of a Triangle: 4.32	
		2.4			
		3.6			

Passed all tests! 🗸

10

```
Question 2
Correct
Marked out of 5.00
```

As a logic building learner you are given the task to extract the string which has vowel as the first and last characters from the given array of Strings.

Step1: Scan through the array of Strings, extract the Strings with first and last characters as vowels; these strings should be concatenated.

Step2: Convert the concatenated string to lowercase and return it.

If none of the strings in the array has first and last character as vowel, then return no matches found

input1: an integer representing the number of elements in the array.

input2: String array.

Example 1:

input1: 3

input2: {"oreo", "sirish", "apple"}

output: oreoapple

Example 2:

input1: 2

input2: {"Mango", "banana"}

output: no matches found

Explanation:

None of the strings has first and last character as vowel.

Hence the output is no matches found.

Example 3:

input1: 3

input2: {"Ate", "Ace", "Girl"}

output: ateace

For example:

Input	Result
3 oreo sirish apple	oreoapple
2 Mango banana	no matches found
3 Ate Ace Girl	ateace

Answer: (penalty regime: 0 %)

```
1 v import java.util.*;
 2
    public class hello
 3 ▼ {
 4
         public static void main(String[] args)
 5
 6
             Scanner sc=new Scanner(System.in);
 7
             int n=sc.nextInt();
 8
             int k=0;
 9
             String arr[]=new String[n];
10
             for(int i=0;i<n;i++)</pre>
11
                  arr[i]=sc.next();
12
                  arr[i]=arr[i].toLowerCase();
13
14
                  char ch=arr[i].charAt(0);
                  if(ch=='a' || ch=='e' || ch=='i' || ch=='o' || ch=='u')
15
16
                  {
17
                      int z=arr[i].length();
                      char x=arr[i].charAt(z-1);
if (v=-'a' | | v=='a' | | v=='i' | | v=='o'| | v=='u')
18
```

```
20
                    {
21
                        k=1;
22
                        System.out.print(arr[i]);
23
24
25
                }
26
27
            if(k==0)
28 ,
29
                System.out.println("no matches found");
30
31
32
        }
33
    }
34
```

	Input	Expected	Got	
~	3 oreo sirish apple	oreoapple	oreoapple	~
~	2 Mango banana	no matches found	no matches found	~
~	3 Ate Ace Girl	ateace	ateace	~

Passed all tests! ✓

10

```
Question 3

Correct

Marked out of 5.00
```

1. Final Variable:

- Once a variable is declared final, its value cannot be changed after it is initialized.
- It must be initialized when it is declared or in the constructor if it's not initialized at declaration.
- It can be used to define constants

final int MAX_SPEED = 120; // Constant value, cannot be changed

2. Final Method:

- A method declared final cannot be overridden by subclasses.
- It is used to prevent modification of the method's behavior in derived classes.

```
public final void display() {
   System.out.println("This is a final method.");
}
```

3. Final Class:

- A class declared as final cannot be subclassed (i.e., no other class can inherit from it).
- It is used to prevent a class from being extended and modified.

```
public final class Vehicle {
    // class code
}
```

Given a Java Program that contains the bug in it, your task is to clear the bug to the output. you should delete any piece of code.

For example:

Test	Result		
1	The maximum speed is: 120 km/h		
	This is a subclass of FinalExample.		

Answer: (penalty regime: 0 %)

```
Reset answer
```

```
1 public class FinalExample {
        // Final variable
        final int MAX_SPEED = 120; // Constant value
 3
 4
 5
        // Final method
        public final void display() {
 6
            System.out.println("The maximum speed is: " + MAX_SPEED + " km/h");
 7
 8
9
10
        public static void main(String[] args) {
11
            // Creating an instance of the FinalExample class
            FinalExample example = new FinalExample();
12
            example.display(); // Display the maximum speed
13
14
15
            // Creating a subclass instance
            SubClass subClass = new SubClass();
16
17
            subClass.displaySubClass();
18
        }
19
20
    // Subclass that demonstrates extension of FinalExample
21
    class SubClass extends FinalExample {
        public void displaySubClass() {
23
24
            System.out.println("This is a subclass of FinalExample.");
25
26
27
28
```

	Test	Expected	Got	
~	1	The maximum speed is: 120 km/h This is a subclass of FinalExample.	The maximum speed is: 120 km/h This is a subclass of FinalExample.	~

Passed all tests! 🗸

■ Lab-08-MCQ

Jump to...

FindStringCode ►