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Status	Finished
Started	Wednesday, 2 October 2024, 1:45 PM
Completed	Wednesday, 2 October 2024, 2:09 PM
Duration	24 mins 14 secs

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

Create a Class Mobile with the attributes listed below,

```
private String manufacturer;
private String operating_system;
public String color;
private int cost;
```

Define a Parameterized constructor to initialize the above instance variables.

Define getter and setter methods for the attributes above.

```
for example : setter method for manufacturer is
void setManufacturer(String manufacturer){
  this.manufacturer= manufacturer;
}
```

String getManufacturer(){

return manufacturer;}

Display the object details by overriding the toString() method.

For example:

Test	Result		
1	<pre>manufacturer = Redmi operating_system = Andriod color = Blue</pre>		
	cost = 34000		

Answer: (penalty regime: 0 %)

```
1 → public class Mobile{
        private String manufacturer;
 2
 3
        private String operatingSystem;
 4
        private int cost;
 5
        private String color;
        public Mobile(String manufacturer, String operatingSystem, int cost, Str
 6
 7
            this.manufacturer=manufacturer;
 8
            this.operatingSystem=operatingSystem;
 9
            this.cost=cost;
10
            this.color=color;
11
12
        @Override
        public String toString(){
13
            return "manufacturer = " + manufacturer+ "\noperating_system = "
14
15
16
17
        public static void main(String[] args){
18
            Mobile mobile=new Mobile("Redmi", "Andriod", 34000, "Blue");
            System.out.println(mobile.toString());
19
20
21
22
23
```

	Test	Expected	Got	
~	1	<pre>manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000</pre>	<pre>manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000</pre>	~

Passed all tests! ✓

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

Create a class called "Circle" with a radius attribute. You can access and modify this attribute using getter and setter methods. Calculate the area and circumference of the circle.

Area of Circle = πr^2

Circumference = $2\pi r$

Input:

2

Output:

Area = 12.57

Circumference = 12.57

For example:

Test	Input	Result
1	4	Area = 50.27
		Circumference = 25.13

Answer: (penalty regime: 0 %)

```
Reset answer
```

```
1 v import java.util.Scanner;
 2
   class Circle
3 ▼ {
4
        private double radius;
5 •
        public Circle(double radius){
            this.radius=radius;
6
7
8
9
10
        public void setRadius(double radius){
11
12
            this.radius=radius;
13
14
15
        public double getRadius()
16
            return radius;
17
18
19
20
        public double calculateArea() { // complete the below statement
21
22
           return Math.PI*radius*radius;
23
24
        public double calculateCircumference()
25
26
           return 2*Math.PI*radius;
27
   }
29 v public class Main{
        public static void main(String[] args) {
30
31
            Scanner sc= new Scanner(System.in);
32
            double r=sc.nextDouble();
33
            Circle circle= new Circle(r);
            System.out.printf("Area = %.2f\n" ,circle.calculateArea());
34
35
            System.out.printf("Circumference = %.2f" ,circle.calculateCircumfer
36
            sc.close();
37
38
39
40
```

	Test	Input	Expected	Got	
~	1	4	Area = 50.27 Circumference = 25.13	Area = 50.27 Circumference = 25.13	~
~	2	6	Area = 113.10 Circumference = 37.70	Area = 113.10 Circumference = 37.70	~
~	3	2	Area = 12.57 Circumference = 12.57	Area = 12.57 Circumference = 12.57	~

Passed all tests! 🗸

```
Question 3
Correct
Marked out of 5.00
```

Create a class Student with two private attributes, name and roll number. Create three objects by invoking different constructors available in the class Student.

Student()

Student(String name)

Student(String name, int rollno)

Input:

No input

Output:

No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name =null , Roll no = 0 Name =Rajalakshmi , Roll no = 0 Name =Lakshmi , Roll no = 101

For example:

Test	Result
1	No-arg constructor is invoked 1 arg constructor is invoked 2 arg constructor is invoked Name = null , Roll no = 0 Name = Rajalakshmi , Roll no = 0 Name = Lakshmi , Roll no = 101

Answer: (penalty regime: 0 %)

```
1 v public class Student{
2
        private String name;
 3
        private int rollNo;
4
        public Student(){
 5
            this.name=null;
            this.rollNo=0;
6
7
            System.out.println("No-arg constructor is invoked");
8
9
        public Student(String name){
10
            this.name=name;
11
            this.rollNo=0;
            System.out.println("1 arg constructor is invoked");
12
13
14
        public Student(String name,int rollNo){
15
            this.name=name;
            this.rollNo=rollNo;
16
17
            System.out.println("2 arg constructor is invoked");
18
19
        public void displayInfo(){
            System.out.println("Name ="+ this.name + " , Roll no = " +this.roll
20
21
22
        public static void main(String[] args){
23
24
            Student student1=new Student();
            Student student2=new Student("Rajalakshmi");
25
26
            Student student3=new Student("Lakshmi",101);
27
            student1.displayInfo();
28
            student2.displayInfo();
29
            student3.displayInfo();
30
31
   }
```

	Test	Expected	Got	
~	1	No-arg constructor is invoked	No-arg constructor is invoked	~
		1 arg constructor is invoked	1 arg constructor is invoked	
		2 arg constructor is invoked	2 arg constructor is invoked	
		Name =null , Roll no = 0	Name =null , Roll no = 0	
		Name =Rajalakshmi , Roll no = 0	Name =Rajalakshmi , Roll no = 0	
		Name =Lakshmi , Roll no = 101	Name =Lakshmi , Roll no = 101	

Passed all tests! <

■ Lab-04-MCQ

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