

WEEK-04

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

```
public class stud{  
    private String name;  
    private int roll;  
    public stud(){  
        System.out.println("No-arg constructor is invoked");  
        name=null;  
        roll=0;  
    }  
}
```

```

public stud(String name){
    System.out.println("1 arg constructor is invoked");
    this.name=name;
    roll=0;
}

public stud(String name,int roll){
    System.out.println("2 arg constructor is invoked");
    this.name=name;
    this.roll=roll;
}

public static void main (String[]args){
    stud s1=new stud();
    stud s2=new stud("Rajalakshmi");
    stud s3=new stud("Lakshmi",101);
    System.out.println("Name =" +s1.name+" , Roll no =" +s2.roll);
    System.out.println("Name =" +s2.name+" , Roll no =" +s2.roll);
    System.out.println("Name =" +s3.name+" , Roll no =" +s3.roll);
}
}

```

	Test	Expected	Got	
✓	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	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	✓

Passed all tests! ✓

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

```
import java.io.*;
import java.util.Scanner;
class Circle
{
    private double radius;
    public Circle(double radius){
        // set the instance variable radius
        this.radius =radius;
    }
    public void setRadius(double radius){
        // set the radius
        this.radius=radius;
    }
    public double getRadius() {
        // return the radius
        return radius;
    }
}
```

```

    }

    public double calculateArea() { // complete the below statement

        return Math.PI*radius*radius;

    }

    public double calculateCircumference() {

        // complete the statement

        return 2*Math.PI*radius;

    }

}

class prog{

    public static void main(String[] args) {

        int r;

        Scanner sc= new Scanner(System.in);

        r=sc.nextInt();

        Circle c= new Circle(r);

        System.out.println("Area = "+String.format("%.2f", c.calculateArea()));

        // invoke the calculatecircumference method

        System.out.println("Circumference = "+String.format("%.2f" , c.calculateCircumference()));


        sc.close();

    }

}

```

	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	✓

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	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000

```
public class mobile{  
    private String man;  
    private String os;  
    public String clr;  
    private int cost;  
    public mobile(String man,String os,String clr,int cost){  
        this.man=man;  
        this.os=os;  
        this.clr=clr;  
        this.cost=cost;  
    }  
}
```

```

public String toString(){
    return "manufacturer = "+man+"\n"+"operating_system = "+os+"\n"+"color = "+
clr+"\n"+"cost = "+cost;
}

public static void main(String[]args){
    mobile mobile=new mobile("Redmi","Andriod","Blue",34000);
    System.out.println(mobile);
}
}

```

	Test	Expected	Got	
✓	1	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	manufacturer = Redmi operating_system = Andriod color = Blue cost = 34000	✓