Lab 3

Static and non-static class fields

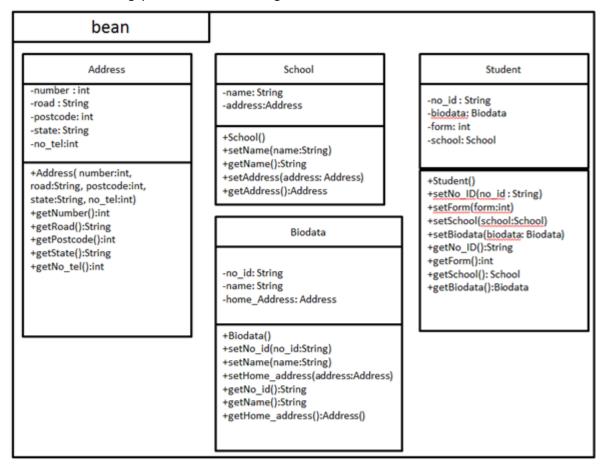
1. Use method max(float a, float b) from class Math in package java.lang. You are required to create one main class named MyMain that can process user input and apply the method max(float a, float b).

Note: for the userinput, use class Scannerin package java.util.

2. Write the java code based on the given UML below. Then, write one main application named MyCalculatorMain.java. The float values are float values [] = {2.33f, 4.55f, 5.66f, 7.88f}.

+getMax(data: ArrayList<Float>):float +getMin(data: ArrayList<Float>):float +getAverage(data: ArrayList<Float>):float +getSum(data: ArrayList<Float>):float

3. Answer the following questions based on diagram below:



MyLab2Main
+main(args [] String): void

- a. Make one folder named bean and placed your Student, Address, School, Biodata classes into it.
- b. Modify the source code of the class the MyLab2Main to make it run without error.

4. Add Parent class in the folder bean. Add mother and father as Parent objects in the MyLab2Main.java. You are freely to set any attribute to mother and father.

