

# Assignment 1 2023

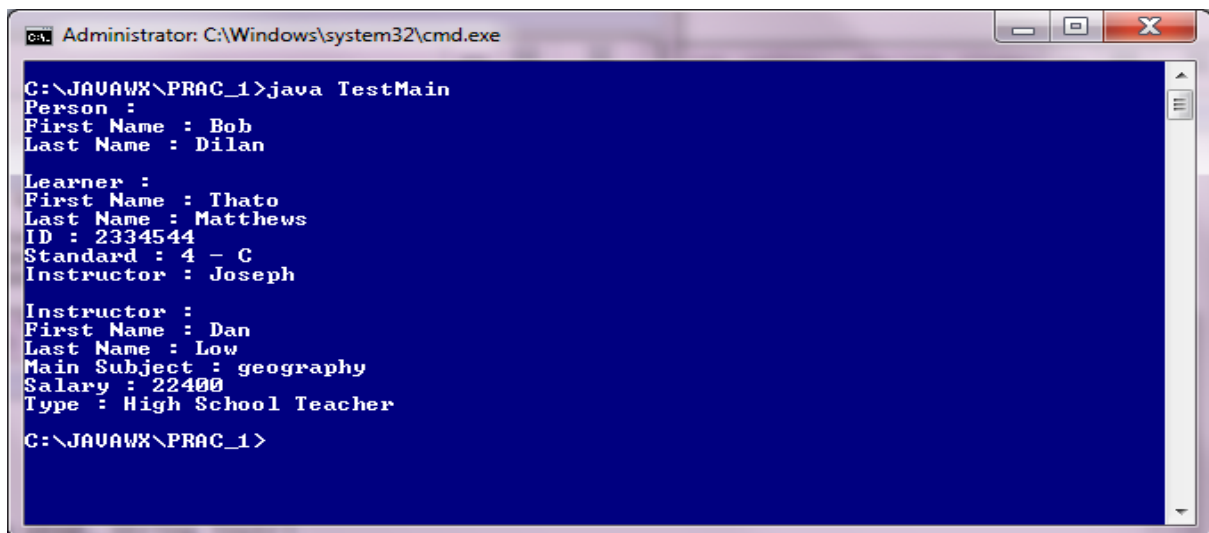
*The purpose of this programming activity is to enable you to evaluate whether you acquired the OOP skills required for the rest of the module, focusing on **class design, inheritance and polymorphism**.*

In your career as programmer, you will encounter many topics to develop programs for which you have no knowledge of. Perhaps you will have to write a program on Agricultural products or Pharmacy medicines.

This assignment will not have specific instructions.

You must implement the following:

- Create your own example of a super class with two sub classes inheriting from the super class.
- Your example must include some common abstract method that allow the use of polymorphism in the test program.
- Note that all classes must have variables, constructors, accessors, mutators, toString and abstract methods.
- Your example must have a test program that use the created classes and demonstrate polymorphism as well as the implicit and explicit calling of the toString method.
- The output below is an incomplete example to guide you on how your output could be printed in the test program.
- Your example should not be of learner and instructor but can be of any real-life example.



```
C:\JAVAWX\PRAC_1>java TestMain
Person :
First Name : Bob
Last Name : Dylan

Learner :
First Name : Thato
Last Name : Matthews
ID : 2334544
Standard : 4 - C
Instructor : Joseph

Instructor :
First Name : Dan
Last Name : Low
Main Subject : geography
Salary : 22400
Type : High School Teacher

C:\JAVAWX\PRAC_1>
```

Lecturers appreciate own attempts as simple as they might be. Do not Google your code! The submitted code will be checked for plagiarism.

**Important rules for all assignments:**

- Only work submitted on eFundi will be marked.
- Only working code will be marked.
- Code will be checked for plagiarism.

**Remember this is not a group assignment.**

Rubric Assignment 1		
Super class	Variables	2
	Accessors	2
	Mutators	2
	toString	2
	Abstract methods	1

Sub class1	Variables	2
	Accessors	1
	Mutators	1
	toString	2
	Abstract methods	2
Sub class2	Variables	2
	Accessors	1
	Mutators	1
	toString	2
	Abstract methods	2
Test	Array of superclass	4
	Add data	2
	toString implicit/explicit	2
	Nice output	1
Difficulty of abstract methods		6
<b>Total</b>		<b>40</b>