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SECTION: BSE - 2B
SUBJECT: OBJECT ORIENTED PROGRAMMING
ENR NO: 02-131212-049
ASSIGNMENT : 01

STUDENT (1)

Properties:-

Name
father Name
age
Enrollment No
Contact
Address

Methods:.

Input ()
Display ()
update ()

class diagram

Student
+ Name : Shiy
+ FatherName : Striy
+ Age : int
+ EnrollmentNO : Shiy
− ContactNo : Shiy
+ Address : Shiy
+ set Contact (string c) : void
+ input () : void
+ display () : void
+ update () : void
+ getContact () : Shiy

EMPLOYEE (2)

Properties

Name
Salary
Age
Contactno
Address
Email

Methods

Input ()
Display ()
update (char choice)

Methods

Employee
+ Name : String
+ Salary : int
+ age : int
+ grade : int
+ input() : void
+ display() : void
+ update (char choice) : void
+ performance () : void

Circle (3)

Properties:-

radius
colour
area
perimeter

circle
− radius : double
+ colour : String
− area : double
− perimeter : double
+ set radius (double r) : void
+ get radius () : double
+ get_area () : double
+ get perimeter () : double
+ display () : void

Methods:-

set radius ()
get radius ()
get area ()
get perimeter ()
display ()

Rectangle (4)

Properties

Rectangle.
– Length : double
– width : double
+ colour : String
– Area : double
– perimeter : double
+ Set length (double L) : void
+ get length () : double
+ Set width (double w) : void
+ get width () : double
+ get Area () : double
+ get perimeter () : double
+ Display () : void.
+ get diagonal () : double

length
width
colour
Area
perimeter
diagonal

methods:

Set length ()
get length ()
Set width ()
get width ()
get Area ()
get perimeter ()
get diagonal ()
Display ()

Car (5)

Properties:	methods.
Company name	
modal	Input ()
type	open Door ()
colour	Engine Start ()
price	Change Gear ()
Registration num	Apply Brake ()
	Engine off ()
	fuel consumed ()

```
┌─────────────────────────────────┐
│            Car                  │
├─────────────────────────────────┤
│  + Company : String             │
│  + Modal   : String             │
│  - type    : String             │
│  + price   : int                │
├─────────────────────────────────┤
│  + input () : void              │
│  + set type (string s) : void   │
│  + get type () : String         │
│  + Display () : void.           │
│  + update (char c) : void.      │
└─────────────────────────────────┘
```

Computer (6)

Properties:

Company
price
Ram
price
ROm
processor

methods:

Input ()
Display ()
update ()
Turn on ()
shut down ()

```
┌─────────────────────────────────────┐
│             Computer                 │
├─────────────────────────────────────┤
│  + Company  : String                 │
│  + price    : int                    │
│  - Ram      : String                 │
│  - Rom      : String                 │
├─────────────────────────────────────┤
│  + Inputs () : void.                 │
│  + set Ram (string ram) : void       │
│  + get Ram () : String               │
│  + set Rom (string : rom) : void     │
│  + get Rom () : String               │
│  + update (char choice) : void       │
│  + Display () : void.                │
└─────────────────────────────────────┘
```

AC (7)

Properties:-

Company Name
Colour
ton
guarentee
price
size

methods:-

Input ()
ON ()
Off ()
cooling ()
Display ()

AC
+ Company Name : Shiy
− ton : double
+ price : int
+ guarentee : int
~~set ton (int t):~~ ~~void~~
Inputs () : void.
on () : ~~double~~ boolean
off () : boolean
update () : void.
display () : void.
get ton () : int

LCD (8)

Properties:-

Company Name
Size
guarentee
price

Methods:

Inputs ()
channel change ()
volume change ()
update ()
display

LCD
+ Company Name : Shiy
+ Size : int
+ guarentee : int
+ price : int
+ inputs (): void
+ update (): void
+ Display (): void.
+ channel change (): void
+ volume increse () : void
+ volume decrease () : void

Mobile (9)

Properties:

Company name
price
Ram
Rom
Battery
Screen
colour

methods:

use camera ()
Call ()
msg ()
play game ()

Mobile
– IMEINO : int
+ Company : String
+ Price : int
+ Screen : double
+ set imei (int i) : void
+ getimei () : int
+ inputs () : void
+ updates () : void
+ Display () : void.

Animal (10)

Properties

type
Name
breed
color
height
age
gender

Method:-

inputs ()
update ()
display ()
set ()
get ()

Animal
– type : String
– Name : String
– breed : String
+ color : String
+ age : int
+ set type (string s): void
+ get type () : String
+ set Name (string n): void
+ get Name () : String
+ Set breed () (shy b) : void
+ get breed () : String
+ Input () : void
+ update () : void
+ Display () : void.