1. What is correct :

A)For all class names the first letter should be in Upper Case.

B)For all class names the first letter should be in Lower Case

C)All method names should start with a Lower Case letter – but it’s not a rule

D)The constructor name is the same as class name and never return any values

Tocnite odgovori gi obelezav so zolto.

1. On the source folder create 2 packages (package1 and package2)

In package1 create two classes Access1 and Access2.

In package2 create one class Access3.

In class Access1 create :

1. Variable that can have access only in classes of package1 but not in class of package2.

In class Access2 create an object and print the variable value.

1. Variable that can have access in all classes.

In class Access3 create an object and print the variable value.

1. Create a variable that can have access only in class Access1.

package com.angelina;  
  
public class Access1 {  
  
 protected int variable1;  
 public String variable2;  
 private int variable3;  
 }

package com.angelina;  
  
public class Access2 {  
  
 public static void main(String[] args){  
 Access1 newObj = new Access1();  
 newObj.variable1 = 2;  
 System.*out*.println(newObj.variable1);  
  
 }  
 }

package angelinas;  
  
import com.angelina.Access1;  
  
public class Access3 {  
  
  
 public static void main(String[] args) {  
 Access1 newObj = new Access1();  
 newObj.variable2 = "Test";  
 System.*out*.println(newObj.variable2);  
 }  
}

1. Create a class called Calculator.

Inside the class create 4 methods to perform certain actions:

- addMethod (summation of two numbers)

- subMethod (subtraction of two numbers)

- mulMethod (multiplication of two numbers)

- divMethod (division of two numbers)

Firts two methods, addMethod and subMethod, should be created to not have access by an object of the class.

Other methods, should be created to have access by an object of the class. (control access level by using correct access modifier)

Create other class called MainCalculator and create main method.

Under the main method invoke 4 methods created in class calculator.

Print result of each method.

class Calculator

{

    public static int addMethod(int first, int second){

        int add = first + second;

        return zbir;

    }

    public static int subMethod(int first, int second){

        int sub = first - second;

        return sub;

    }

    public int mulMethod(int first, int second) {

        int result = first \* second;

        return result;

    }

    public int divMethod(int first, int second) {

        int div = first / second;

        return div;

    }

}

class MainCalculator {

    public static void main(String[] args){

        int sum = Calculator.addMethod(10, 20);

        int sub = Calculator.subMethod(30, 15);

       Calculator calc = new Calculator();

       int mult = calc.mulMethod(4, 5);

       int div = calc.divMethod(8, 2);

       System.out.println(sum);

       System.out.println(sub);

       System.out.println(mult);

       System.out.println(div);

    }

}

1. Create a class call Shirt.

Create 2 attributes in the class Shirt:

* Create String variable with a name *color*.
* Create another char variable with a name *size*.

Create a constructor that will have all 2 attributes as a parameter.

Create other main class. In the main class, under the main method initialize an object of class Shirt (use created constructor).

Print out, color “Black” and size ‘M’ of shit.

class Shirt {

    public String color;

    public char size;

    public Shirt(String colorValue, char sizeValue){

        color = colorValue;

        size = sizeValue;

    }

}

class MainShirt {

    public static void main(String[] args) {

        Shirt newShirt = new Shirt("Black", 'M');

        // newShirt.color = "black";

        // newShirt.size = 'M';

        System.out.println("The shirt has color "+ newShirt.color +" and is in size "+ newShirt.size);

    }

}