



**PROGRAMME :
DIPLOMA IN INFORMATION TECHNOLOGY
(DIGITAL TECHNOLOGY)(DDT)**

**COURSE:
DFP30243- OBJECT ORIENTED PROGRAMMING**

ASSESSMENT	CASE STUDY 1	
NO	REGISTRATION NO	NAME
1.	32DDT20F2029	MUHAMMAD AFIQ MUHAJMIN BIN MOHD ZAINI
2.	32DDT20F2031	MUHAMMAD AZEEM AMIRUL BIN MOHD ZULKEFLEE
PROGRAMME	DDT3A	

INSTRUCTIONS :

1. Answer **ALL** the questions.
2. Submission Date :

CODE / COURSE	DFP30243-OBJECT ORIENTED PROGRAMMING	CASE STUDY	1 / 2
PROGRAM / CLASS	DDT3A	DURATION	3 HOURS
STUDENT'S NAME	MUHAMMAD AFIQ MUHAJMIN BIN MOHD ZAINI MUHAMMAD AZEEM AMIRUL BIN MOHD ZULKEFLEE	CLO	2P
REG. NO.	32DDT20F2029 32DDT20F2031	TOTAL MARKS	/100
LECTURER'S NAME	PN. HAZLEENA BINTI OSMAN PN. RODZIAH BINTI IBRAHIM		

Topic: Build Classes in Java program.

Learning Outcomes: At the end of this case study, student able to display skills to use graphical/ visual data to visualize the concept of OOP

Answer the questions based on the following requirements:

QUESTION 1

Car is a real world object and it has its own characteristics like color of the car, model of the car and engine capacity. We can drive the car and stop it.

- Analyze and design all the information and draw an UML class diagram.

Answer:

Car
+carColor:String +carModel:String +carengineCapacity:int
cardriveSpeed():float carstopCapabilities():float

- b. Write a class definition for class Car by using java
- c. Identify components of a class; class declaration, variable declaration and assignments, comments and methods.

Answer:

```
//Class Declaration
class Car{
    //Start of Variable Declaration
    public String carColor;
    public String carModel;
    public int carengineCapacity;
    //End of Variable declaration
    //First method declaration
    public float cardriveSpeed()
    {
        .....
    }
    //Second method declaration
    public float carstopCapabilities()
    {
        .....
    }
}
```

QUESTION 2

Given the following figure:

- a. Analysis and design all the information using class diagram.

Class	Data	Method
Student	name,id,marks	inputMarks()

Answer:

STUDENT
-name:String -id:int -marks:float
-inputMarks():float

- b. Write a java program based on class diagram you created
c. Identify components of a class; class declaration, variable declaration and assignments, comments and methods.

Answer:

```
class Student{  
    private String name;  
    private int id;  
    private float marks;  
    private void float inputMarks(){  
    }  
}
```

b.

```
//Class Declaration  
  
class Student  
{  
    //Constructor Declaration of Class  
  
    private String name;  
    private int id;  
    private float marks;  
    private void float inputMarks(){  
    }  
    //method implementation  
}
```

c.