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| **CSE1206 : Object Oriented Programming Lab Fall 2018** | **Set- B** |

**Online: 3 Date: 12 February, 2019 Group: B1 Time: 25 minutes**

**ID:**

**Marks**

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| 1. Create a Java Project Named ‘**TestCircle**’. Inside this project (folder) create a new class named ‘**Circle**’. Inside the **Circle** class create 3 private variables:   circleID (int), color(String), radius (float). Create necessary constructors if needed. | 3 |
| 1. Inside the **Circle** Class create two overloaded methods:   public float getPerimeter(Circle ara[], int findByID) || Search by **circleID**  public float getPerimeter(Circle ara[], String findByColor) || Search By **color**  These methods search for the **Circle** object from the **Circle** array of the 1st parameter using the search type given in the 2nd parameter of the method . If object found then calculates the Perimeter of the **Circle** and returns it, otherwise return 0.0  Perimeter of a Circle = 2 \* 3.1416 \* radius | 2+2 |
| 1. Inside the TestCircle class create an array of Class Circle of size 3.   Assign values as follows:  401, Blue, 3  402, Pink, 2  403, Brown, 5.5  Call the two methods of **Circle** class by creating a new object.  For the 1st Method, search using value 407  and for the 2nd one, search using “Blue”  **\*you’ll get extra marks if you take the search values as user input.** | 3 |

**Total: 10**

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| Sample Output |
| Perimeter of Circle Searched by ID 407 is 0.0  Perimeter of Circle Searched by color is 18.849 |